MEAN MACHINES SEGA
ToeJam & EarL
PANIC ON FUNKOTRON
1994 CALENDAR

148 PAGES! £2.25

BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG!

MEAN MACHINES SEGA

EXCLUSIVE

ETERNAL CHAMPIONS!

AMAZING FIGHTING FEST!

WORLD EXCLUSIVE!

TOEJAM & EARL 2!

MEGADRIVE

DRAGON'S REVENGE

LOST VIKINGS

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COSMIC SPACEHEAD

"A groovy experience in arcade adventuring"
Mega Machines magazine

Electric Shocks

City Streets

Teleport Key

Factory Reception

Planet Detroitica

Night Li

"The interaction is great and the puzzles are really sharp"
Mega Power magazine

How would you prove Earth's Exis

It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash
Join him through 32 action areas and solve the wildest puzzles in the arcade adventu
the oddest bunch of characters in over 300 screens of bizarre and freaky locations!
excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically

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Super Street Fighter II is the latest in the long line of Capcom's top-grossing coin-ops. This super deluxe edition of the game contains 16 characters, all-new graphics, new moves and far superior sound! What's more, the game's been packaged in the highest quality arcade cabinet money can buy! What a smart yuletide giveaway!

To enter this mega compo, simply fill in the form below, fill in the blank in our Street Fighter brain teaser and send it in to us by January 10 at MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SUPER STREET FIGHTER II HAS ..... CHARACTERS

NAME

ADDRESS

AGE

PHONE NUMBER

For rules of competition see inside magazine.

MEGADRIVE

DRAGON'S REVENGE

- LOST VIKINGS
- PIRATES GOLD!
- BODY COUNT
- DUNE II

MEGA-CD

MORTAL KOMBAT

- JOE MONTANA CD
- PUGGSY CD

MASTER SYSTEM

MASTERS OF COMBAT

- ROBOCOP VS TERMINATOR
- DONALD DUCK II

GAME GEAR

ROAD RUNNER

"A groovy experience in arcade adventuring"
Mega Machines magazine
Electric Shocks
City Streets
Teleport Key
Factory Reception
Planet Detroitica
Night Lights
"Brilliantly original, challenging and great fun - don't miss it!"
Sega Pro magazine
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would you prove Earth's Existence?
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haracters in over 300 screens of bizarre and freaky locations! Experience high-speed
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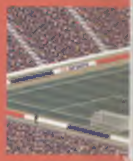
SEGA MEGA DRIVE

TRASH YOUR OLD FOOTY GAME CARTRIDGE



AND FIND OUT WHAT IT'S LIKE TO SCORE A

GGGOOOOOOOO

You're sprinting down the wing, there's a man on your heels. You leave him for dead.

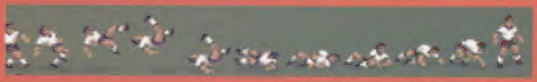
"The realism and tension are unmatched" – Sega Pro.

A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.

"The graphics really capture the feel of grandstand football" – Megatech.

Your heart is threatening to leap from your mouth.

4 WAY PLAY



EA SPORTS, THE EA SPORTS LOGO, 4 WAY PLAY AND "IT'S IN THE GAME, IT'S IN THE GAME" ARE TRADEMARKS OF ELECTRONIC ARTS.

FIFA INTERNATIONAL SOCCER

16 MEG

It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing." – Sega Power.

Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows. You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.

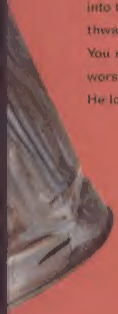
"Astonishingly realistic sprite movement" – Sega MegaForce.

He says: "Tell us about the game."

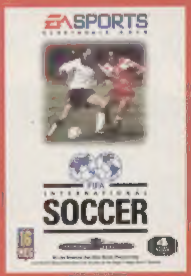
You say: "Triffic, Brian. 16 Megs, 48 national teams, 960 players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.

"EA Sports Soccer is set to blow every other footy sim off the pitch." – Sega MegaForce.

He says: "An outstanding performance, an outstanding game, outstanding."



OAAAAAALL!



FIFA

EA SPORTS™
ELECTRONIC ARTS
IF IT'S IN THE GAME, IT'S IN THE GAME.

COVER STORY

MEAN MACHINES EXCLUSIVE

ToeJam & EarL

We are most chuffed to bring you, the MEAN MACHINES faithful, at this fine and festive time of year the EXCLUSIVE review of Toejam & Earl 2 — the follow up to one of the wackiest and most original games of yesteryear. This magical sequel slips into platform mode but before your faces fall, turn to PAGE 28 for the full facts. We think you'll be pleasantly surprised!

▲ Check out the antics of Toejam & Earl in their new sequel!

COMPLETE CONTROL

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T2:THE MOVIE 120

Undoubtedly one of the worst Megadrive game's ever seen. Turn to our review for the full run down — you just won't believe how bad it is!

GAME GEAR

EXCLUSIVE!

ROAD RUNNER 116

The fastest meep-meeper of 'toon world and his hard-done-by coyote foe zoom onto the Game Gear for a zany platform jaunt.

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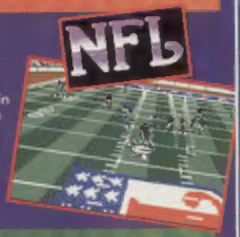
JOE MONTANA FOOTBALL

NFL FOOTBALL 100



MASTER SYSTEM

MASTERS OF COMBAT 76

It may not be Street Fighter II but Master System combat fans should check out our exclusive review because this is the biz!

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TEN OFFICIAL FOOTIE KITS UP FOR GRABS!

To celebrate the launch of the utterly fabulous FIFA Soccer on the Megadrive, EA splash out on this ace compo in which you can win a football personally signed by England ace, David Platt PLUS there are 10 official footie kits of your choice up for grabs! Check out the nitty gritty on **PAGE 22.**

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Tasty tit-bits galore and exciting exclusives to die for with five fun-packed pages of pure class!

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Giving you what you want in his inimitable style, Jazz is back in the Q + A hotseat!

PAUL'S TIPS 44

The long-locked one puts aside his black pud and whippets and whips up some stonking hints 'n' tips to guide you through the toughest Sega game!

REGIONAL SPOTLIGHT 126

The section which lets you know which console shops have the cleanest bill of health!

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Swap it, sell it, give it away... Whatever you want to do with your wares here's the section to do it in!

NEXT MONTH 145

More pap which tells you zilch about the next issue but should bring an interesting smile to your face!

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The age old classic comes to the Megadrive. We bring you the inside gen from the guys responsible!

THE BEST OF YOB 106

For three years that oracle of wisdom and witticisms has been rocking and shocking you. We bring you the best of his pearls and put downs!

EDIT

WHODUNNIT

SUBSCRIPTION RATES (12 issues)

Welcome to this month's MEAN MACHINES, boasting 148 pages of pure excellence designed and written by the masters of Sega gaming. I must admit I haven't had much time to participate in the creation of this fine organ this month. The vast majority of my skills have been put to use in bringing you another new Sega magazine called ever SEGA MAGAZINE. It's an officially licensed magazine – the official nabobs using us to bring you all sorts of top secret stuff before ANY magazine and indeed the majority of Sega's staff see it. With a bit of luck we'll be bringing you EXCLUSIVE looks at Virtua Racing and Sonic II, with mega pics – not scrappy little examples of supreme fuzziness cut out of Japanese mags.

The look and feel of the mag is very different to MEAN MACHINES – the style's a lot cooler, the humour a trifle more sophisticated – designed to appeal to all Sega owners. SEGA MAGAZINE together with MEAN MACHINES brings you the very best in Sega gaming every month. I've given it careful thought and can think of no good reason why you should buy any other Sega magazines. See for yourself when the first edition of SEGA MAGAZINE is released. I hope you'll agree.

MERRY EDITS

Festive

Earl 2

always seem to get a bad case of 'food poisoning' at Christmas, which has nothing to do with my 'resistance'. On Christmas Eve, Once I was sick in my Christmas dinner. As anyone had noticed, I quickly pretended it was sage and onion stuffing and ate it, to avoid any embarrassment.

CHRISTMAS TIPPLE:
Hot Vegetable Broth.
CURRENT FAVE GAMES: Dune II because Vz Terminator

ORIAL

Lethal Weapon fan prefers ro

...in the bosom of his family. "All my aunts and uncles come round, and we have a massive turkey dinner along with some really spicy West Indian dish. And I don't mind hankies and stupid xmas T-shirts, really, I don't."

CHRISTMAS TIPPLE:
As much as possible.

CURRENT FAVE GAMES: SF II Super Streetfighter II

...person to receive, and merry ...people to entertain. But Christmas ...of the rehearsal for Hogamanay he observes, when the tradition is to pass on some-one's doorstep, bestowing shows of luck for the New Year.

CHRISTMAS TIPPLE:
'Water of Life' with Nigel Mans-field.

CURRENT FAVE GAMES: Dune II, Masters of Camber, Tesserae and Tetris.

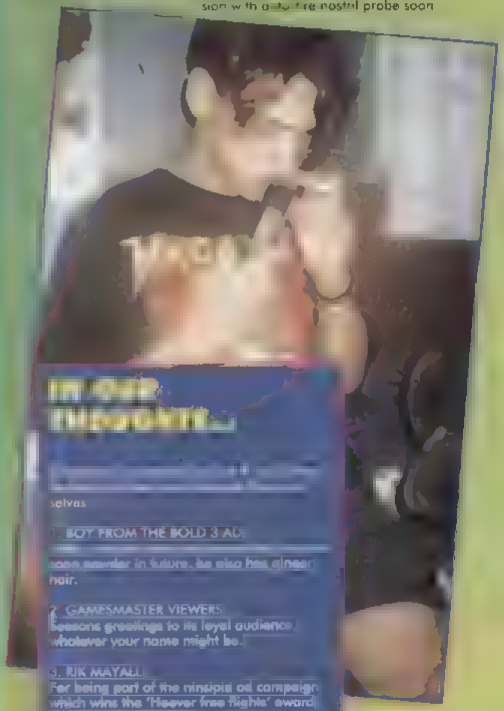
...what Santa had brought," he says nostalgically. However, since moving to London, Paul was surprised to receive few thank you letters for the presents he gives out. Friends expect a tin tray commemorating Victoria's Diamond Jubilee or one of Grandad's old cloth caps.

CHRISTMAS TIPPLE:
Long Island Iced Tetley Tea.

CURRENT FAVE GAMES: Gunstar Heroes, Aero the Acrobat.

PICK OF THE CROP

Ben Price of Orpington launches a new Editorial feature into Gaming and Bagels. At the mag we've not cred how long per ads in front of the Megadrive can give you the nose crust as. We were going to get some research done, but we couldn't be bothered. Instead, see Ben here doing his best to get fresh crew with his cyopad. Expect a six-button version with data-transmittal probe soon.



IN OUR THOUGHTS...

...selves

...BOY FROM THE BOLD 3 AD...
...been rewarded in future. He also has dinner hair.

2. GAMESMASTER VIEWERS
Seasons greetings to all loyal audience, whatever your name might be.

3. RIK MAYALL
For being part of the ninepins ad campaign which wins the 'Heaver free flights' award for product marketing.

4. TERENCE TRENT D'ARBY
Even Shakin' Stevens has a better shout of Xmas No. 1.

5. PEOPLE WITH MENACERS
Attention! The saltwater fish in your shops, soon!

THE IC

Winter

OLYMPICS

This Winter's hottest game.

CE AGE

AVAILABLE ON

MASTER SYSTEM, GAME GEAR, NINTENDO S.NES, AMIGA, PC AND PC CD-ROM

Screen shots from a selection of available formats (see above)

Hot on the heels of one monster hit comes another...

If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain

Winter Olympics is the most heart-pounding, knee-trembling sports sim you've ever had the courage to face

And it's going to wipe out everything in its path

You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow-capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste.

Breathe deep, muster your reserves... focus yourself then GO GO GO FOR GOLD!

Just remember one thing never look back

Winter Olympics. It's hot.

U.S. GOLD

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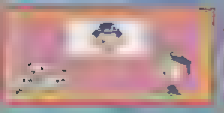
DUCK A DUCK

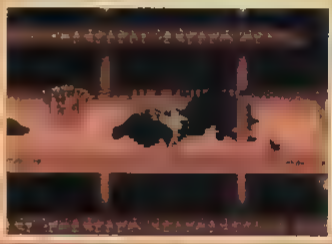
Splashing boldly onto the Master System and Game Gear soon for his second platform adventure comes the world's most lovable quacker in Deep Duck Trouble Starring Donald Duck Uncle Scrooge has blown up like a balloon - cursed after nicking a mystical pendant off a statue during a treasure hunt on an uninhabitable island Starring you as the incoherent feathered one, your mission is to retrace Scrooge's steps, through jungles, deserts and volcanoes and replace the pendant in it's rightful place before Uncle Scrooge pops! Looking good as you can see from these shots but keep a look out for the full review

Have you been blowing Uncle Scrooge up with the bicycle pump again?



STALLONE SNIPING

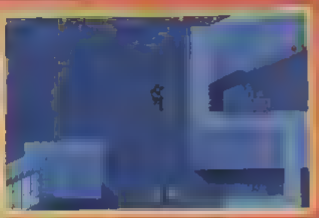
I don't know if any of you have seen the tab Demolition Man movie yet starring the macho Sly Stallone and the weird and utterly wicked Wesley Snipes but if you haven't do so cos it's completely excellent one of the best action movies to hit the silver screen for a long long time Ever one to snap up a tasty licence Virgin has whipped straight in there and are already half way through coding the eponymous Megadrive game The programmers have tried to follow the plot of the movie as closely as possible although it'll be interesting to see how they cope with the humour which really makes the movie a winner which naturally means that mass destruction is the order of the day The game stars you as Sly's tough cop character John Spartan in the bad old days of LA 1996 Known as the Demolition Man because of his amazing ability to cause destruction wherever he goes Spartan finally nails a deeply wicked criminal Simon Phoenix Wesley Snipes who he's been tracking for two years Unfortunately 30 hostages die in the process Spartan gets the blame and he's sentenced to 70 years in the deep freeze for

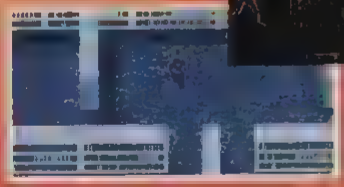


Tough guy Spartan scales a blood-splattered platform

takes you over rooftops through an armoury into museums through shopping centres underground and that's just for starters. The screenshots you see on this page are completely exclusive and are the genuine article unlike one of our rival competitors which tried to pass off 3DO shots as Mega-CD ones. Phah! More news when we get it.

...nventary mans daughter. But in the year 2032 when LA has turned into a sunshine and roses place with no crime no hassle and no sex Phoenix escapes and unable to deal with his evil ways the soft cops of 2032 release Spartan to yet again capture his nemesis. Following the tried and tested but hopefully not tired blasting formula of Robocop vs Terminator and Contra Demolition Man is a Meg and includes 12 levels where the aim is to kill Cryo-cons and no Simon Phoenix. The action





Games echoe ahoy in packed screen shot

ROLLER RASH

Brace yourself for a roller skating experience to make your teeth rattle with EA's Sketchin on the Megadrive.

This game is Road Rash on roller-skates and manic action prevails as you roll around the city streets, hitchin' lifts on the back of cars, performing stunts over ramps and bashing hell out of the competition until your king of the neighbourhood. More news when we get it.

Grab onto the backs of cars to boost your speed capacity!

Roller stunts over the ramps can earn extra points from three judges who appear from nowhere!

HELP ME

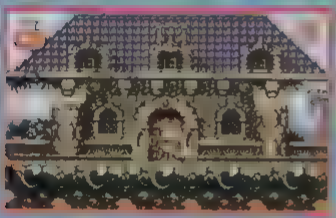
A new game emerging from the bosom of Psygnosis for the Megadrive fairly boomish is a game going under the working title of Rescue. Presumably so called because you in your nifty little spaceship, must wander far and wide rescuing extremely weird creatures who are very reminiscent of Morph from the Tony Hart TV programme. Why you should want to save lumps of plasticine is beyond us, but that's the name of the game and they are so grateful when you do so. Your ship is equipped with all the latest blasting malarky which is used to great effect against the heathen swines who try their best to thwart your good intentions at every given opportunity. And if the nooks and crannies in which the Morphs are stashed become to narrow for your chanot, fret not, you can just leap out armed with your trusty Uzi (or something like that) and continue on foot (ala Blaster Master). Intriguing stuff to be sure and we'll bring you the latest updates as soon as we can.

ALL TROLLED UP

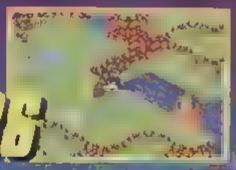
- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

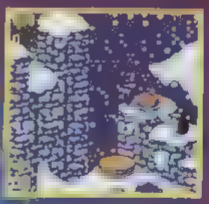
Who's that trip trapping over my bridge?

Another interesting development from the Psygnosis camp is a game by Thalion the makers of the topper Lionheart on the Amiga, which goes under the working title of Troll at present. Starring you as a sorcerer's assistant the game sees across some beautifully rich and wonderfully drawn platform levels in which you must collect potions and use them at the appropriate moment batter or avoid baddies and try frantically to hold onto your life. Looking good but more details will follow.

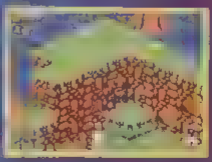


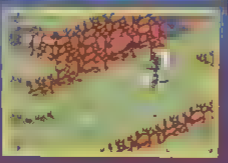
BUNNY BONKERS





With the hassle their getting with their other bunny related game, Wiz 'N' Liz which is in danger of being banned because of excessive rabbit antics, Psygnosis are trying with another wabbit bash in the form of Top Hat (working title only). In this you play a bunny who's as barking as your average mad March hare, who rushes around with a top hat on doing all the things that bunnies do (apart from the obvious, Psygnosis couldn't face more censorship). He hops a lot, has a cute fluffy tail, eats whenever the opportunity presents itself and tries desperately to avoid being transformed into wabbit pie. Viewed from an isometric viewpoint, the game is still in very early stages but as you can see from these shots, it's shaping up quite nicely. Full preview is en its way.





- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

BASKET CASES

- NEW GAME
- BY VIRGIN
- MEGADRIVE

After the mad rush of Megadrive soccer games that software companies seem to have been going through like a dose of salts lately many of the biggies are changing tack and going for a basketball angle instead. Virgin are no exception but they're taking a slightly different route with their forthcoming Jammit.

The game features only four players - Slade, Roxy and Chill who battle it out in one-one-one modes only on one of three sleazy back street courts.

After defeating the other two, the victor then goes on to play against the local basketball ace, Judge.

The screenshot you see here are only 50 percent finished and though it might sound a bit limited having only a one-on-one mode that not because there are loads of options and different ways of playing. More news coming soon.

IF ONLY
I COULD
RUN
JUMP
SWIM
SING
DANCE
PARTY
AND
SUCCEED

LIKE I DO
WITH MY
ASCIIPAD MD,
LIFE WOULD
BE GREAT!

Whoever said "life is unfair" must have played against someone with an asciiPad MD. Here's why. It's got [redacted] (up to 24 shots per second), hands-free [redacted] and [redacted]. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad MD. There's nothing fair about it.

IT'S HOW TO WIN.

SEGA TV CHANNEL

- ACCESSSORY
- BY SEGA
- MEGADRIVE

The long-awaited and much hyped Sega TV Channel looks all set to go on air in the States in January. The 24 hour service will feature top games like Sonic and Ecco, as well as playing tips and previews of new releases. Those who want to hook up will need a special video cassette-sized cartridge to plug into their Megadrives, with monthly fees of between $10 and $20 for test users. So when are we in the UK going to get a sniff of it? Well, the first few months will be devoted solely to testing out the system, so it's unlikely that there'll be any movement over here until next winter.

REACH FOR THE STARS

- NEW GAME
- CORE DESIGN
- ME[illegible]

After going for gold with Thunderhawk, Core Design are taking their game designs to the skies with a new space-based blast 'em up called Soulstar. Mortice of The Myrkoids. Starring you as one of three crack Cryo-Commandos, take one of three ships up to the star system Soulstar, which the Myrkoids are trying to wipe out. Destined to use a spiffy 3D engine, the game is still in fairly early stages but we're promised that each ship has different abilities that can all play their part in depleting the Myrkoid forces. Most of the game is viewed from above and behind your craft and are rumoured to have speeds to surpass even Thunderhawk!

Each ship is armed with a beam laser and extra weaponry is given at the end of each mission. The programmers also plan a more advanced weapon system including droid assisted guns and missiles and full-motion video sequences. From what we've seen so far this is going to be a biggie. Eyes peeled for further updates.

MORTAL CD

- NEW GAME
- BY PROBE
- MEGADRIVE

We've had it until it's coming out of our ears on the Megadrive and most other console systems as well for that matter. Well now Mortal Kombat is coming out on the Mega-CD.

From what we've seen the basic gameplay, characters and special moves will stay more or less the same however, programmers Probe software are doing wonders for the presentation with some spiffy intro sequences and great sounds and they're determined to upgrade the whole sheebang as much as possible, making everything smoother and if possible faster.

Full review coming as soon as we get it.

RAVING BLINDER!

- NEW GAME
- BY STORM
- MEGADRIVE/ MEGA CD

A trashy terror of the raving underworld is making his debut on the Megadrive and Mega-CD pretty soon, courtesy of Storm. Peaky Blinder is apparently a cult hero on the rave scene and features on loads of T-shirts. Such is his popularity (although we've never heard of him) that Storm has built him an entire identity and a nifty story line to accompany him.

Peaky was borne from a fusion of trash, mass media, toxic waste and dumped video carts, sounds pretty disgusting, which of course he is. But an inner Peaky yearns to break out of his foul exterior and live in a suburban house with frilly pink curtains and longs to be kind to animals. With this in mind, our whiffy hero sets out though his dire world's underground systems and roams around the inner city slums where anything can happen and usually does.

Peaky's ability unique in that he can change his physical form to suit and combat his hostile surroundings (there has to be some compensation for being a mutant scurf ball from hell, we guess!).

Not seen much on this yet but we'll bring you the full gen in a future issue.

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SEGA

MEGA DRIVE

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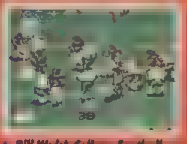
EA-CD

- NEW GAME
- BY PROBE
- MEGA-CD

We've got wind that EA are boosting their Sega games output by starting production of Mega-CD games. The first releases will be CD versions of Powermonger and Bill Walsh College Football. Both were decent games in cartridge format, but EA promise that Bill Walsh will include a topper CD soundtrack and a unique Walsh Video featuring digitised footage of Bill Walsh as he gives out hints and tips on his sport. The god's game Powermonger will also contain a number of unique features including a 30 percent larger play area, 3D fly by at the beginning of each world, new animated sequences and the statutory digital stereo soundtrack. It's also only going to set you back £39.99 — at last Mega-CD games are actually cheaper than cart games. Hurrah!

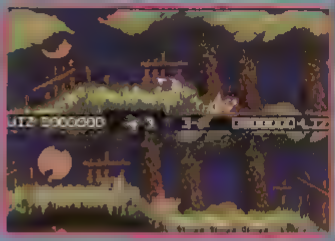


▲ Bill Walsh College Football — the first EA CD release.

WIL 'N' LIZ IN BOWEL GAS CONTROVERSY

- NEW GAME
- BY PSYGNOSIS
- MEGADRIVE

The National Viewers and Listeners Association SLAMMED Psygnosis soon to be released Wizkidz as DEPLORABLE when they discovered that the game actually features characters who can be made to FART. YES! FART! John Beyer of the organisation founded by Mary Whitehouse declared that: 'There are a host of computer games glorifying coarse and immoral behaviour. These games are to be deplored because kids look at this and think that this is the way to behave. So remember kids, next time you have a plateful of beans and need to expel some methane, keep those buttocks tightly clenched and perhaps one day you could be like Mr Beyer.



BOOKS FOR CHRISTMAS!

- NEW BOOK
- BY MMS

For the perfect stocking filler try out two fab new mags from the makers of MMS. First off for only £3.45 we have The Best of Mean Machines on indispensable 180 page guide containing reviews of all the games featured in issues 1 - 10 of Mean Machines Sega as well as hardware info and a complete index to all pre-MMS Sega titles.

For the same price you could have The Official Guide To Street Fighter II, which contains all the info behind the making of SFII, the hottest tactics and combos from Capcom - just about everything you could ever dream of knowing about this class game is in there. It'll be great and it'll be on the shelves in December.

EMAP IMAGES REQUIRES EXPERTS

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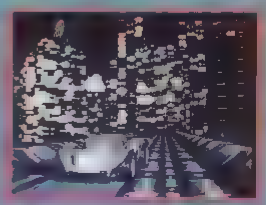
MEGA MINDSCAPE

- NEW GAME
- BY MINDSCAPE
- MEGA-CD

After waiting ages for Sega to give them the go ahead to become a third party Sega programmer for Europe, Mindscape has finally announced their first Mega-CD game, cleverly dubbed Mega Race. With a title like that you'd expect it to be a race game set in the future... and so it is. High speed thrills with dishy graphics to check out the screenshots from the intro sequences are on the cards when the game is released early in 1994. And Mindscape promise plenty more Mega-CD stuff for next year so keep your eyes peeled for info on even more tasty titles in future issues of MMS!



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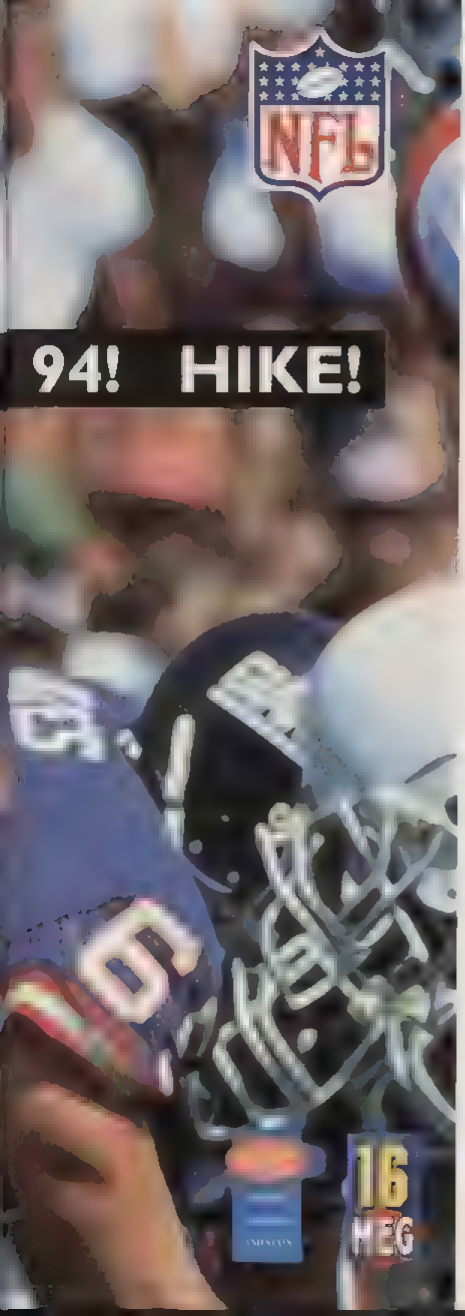

MEGA DRIVE

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FOR ROAD RASH 2, ROAD TO THE RESCUE, DESERT STRIKE AND JUNGLE STRIKE

WORK IN PROGRESS

BODY

Sega's Menacer light gun hasn't exactly been a ripper-roaring success – software publishers have hardly been queuing up to develop games for it so, following the philosophy that if you want something done you might as well do it yourself, Sega roped in Probe Software to come up with a winning game for the system. The result was Body Count. Lucy Hickman trundled down to Probe's HQ to check it out.

The first impression of Body Count is a mixed one. The sprites are big, bold and beautifully coloured; the backgrounds clear and varied and the gameplay is fast and furious but as producer Adrian pointed out, this is a shoot 'em up fest but with a twist. It's also the first Sega game to utilise the new saga mouse.

Adrian reckons the game was charmingly called Body Count "because the person who has a sick mind." The storyline centres on a bunch of aliens who have invaded earth and your first job is to find their plans, discover details of what the aliens are going to do to you and then stop them before the end of the tough time limit.

Their Sandler plot involves capping the North Pole as the precious ores and fossil fuels world up when they are finished. You, alone or with a mate, must blow their evil heads off.

The aliens want to laugh at you, blow your brains out!

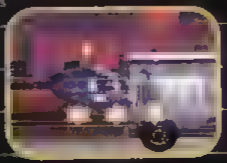
I want to ride my bicycle, I want to ride my bike...

T2 OR NOT T2?

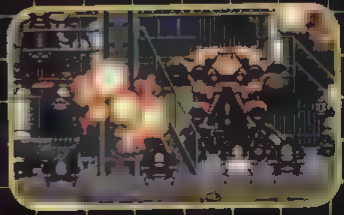
So how does this game compare with the only other half decent game for the Menacer, T2: Judgment Day which MEAN MACHINES rated at only 75% but recommended as a must for Menacer owners?

Probe boss, Fergus McGovern said: "T2 was restricted by the licence. Body Count is all original ideas we're trying to keep in to the Sega standard of having certain colours and in the way it works. But both of them are very good games!"

Yes, well he would say that wouldn't he? After all Probe developed them both!

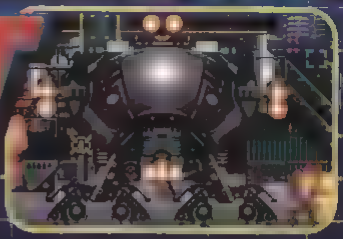


Probe ask the aliens to stop their building their earth cooking machine!



Sharp shooting is required to blast the evil aliens to bits!

COUNT



before they blow up the planet. The twist is though, they've left a time bomb behind which you have to take out in a very cunning and highly secret way. "You have to be accurate, the bomb's moving around and it's really sharp shooting at the end of the game," said Adrian.

There are three different end sequences to this game which adds a bit of depth because although you might manage to blow all the aliens away you might fail to stop the time bomb or fail to protect hostages who are hanging around here and there.

As in most games of this genre, there are shields, various types of guns and grenades which you pick up as you go through the five action-packed levels. There's also sampled speech if your ammo or energy is running down and the game continually shows you how you're progressing through the game and where you are. Sounds good but we'll bring you an in-depth review as soon as we can.

Games galore abay in this action packed option screen!

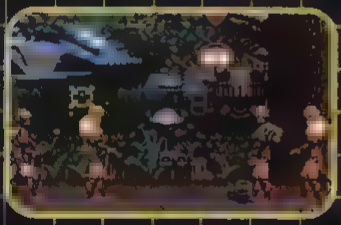
SQUEAK SQUEAK

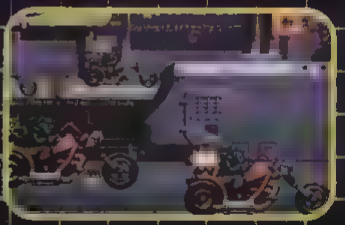
Adrian said: "As far as I know this will be the very first game to support the Sega Mouse as well as the Menacer and the joypad. Whenever you plug one of the three into the port it automatically appears on the screen and adjusts the game accordingly — if you're playing with the light gun the enemies get lighter etc." To use the new mouse all you have to do is plug it in and move the cursor around like a PC mouse or turning it over onto its back and using it as a tracker board is the other option.

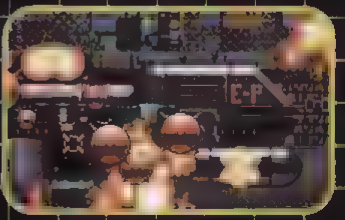
HARD MENACER

As you've probably noticed, very few decent games have emerged for the Menacer light gun. Fergus reckons this is because it's difficult machine to work with. He said: "Because it uses the light gun it has to be a shoot 'em up really but it's difficult to get a lot of things going on and a lot of things happening on screen at the same time with this medium which is probably why most developers give it a miss." Well fellow Menacers, let's hope that Body Count turns out to be a good game and preds other publishers into some menacing action!

PROJECT	BODY COUNT
FORMAT	MEGADRIVE
PUBLISHER	SEGA
INITIATED	APRIL 1993
RELEASE	TBA







OH-WAAAY! OH-WAY! OH-WAY! EEE-AAAAY!!

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You know how your Mum's always giving you ear ache about getting your expensive Armani suit ripped and covered in grass stains when you come back from a game of footy with your mates down the park? Yeah, 'course you do. So what you want is some proper football gear to play in. In fact, how about the kit of your favourite team?

Ahoi! Did someone say, 'the kit of your favourite team?' Well, that's a funny co-incidence because that's just what Electronic Arts, currently celebrating the release of Megadrive FIFA Soccer, are giving away to ten eagle-eyed MEAN MACHINES readers. In fact, they're even giving one of those winners a bonus prize of a quality football signed by England hero, David Platt, for when their own ball gets kicked on to the roof of the youth club by the big kids.

WHAT

Look carefully at this pic of FIFA Soccer. Look VERY carefully and you'll notice that there's no ball. The truth is, we've had a designer cover up the ball so you can't see it because what we want you to do is, use your skill and judgment to work out where on the screen the ball actually is then tell us which square it's in.

But it's not that simple. The task is further complicated by this question. Which team does David Platt play for? (apart from England of course)

Put the answers in the relevant positions on the coupon below, cut it out (or put the relevant info on a postcard) and send it to MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And get your entry to us by January 10 1994 or you'll end up on the team with the fat kid with asthma and a broken arm (not that there's anything wrong with fat kids with asthma or broken arms, though. Just because they can't play football very well doesn't mean that they aren't worthwhile people or anything).

I think the ball is in square
And by the way David Platt plays for (as well as England)
Oh and my name is
My address is

I would like the official football kit
in this size
Thank you very much

I AM
IMMO
GODS

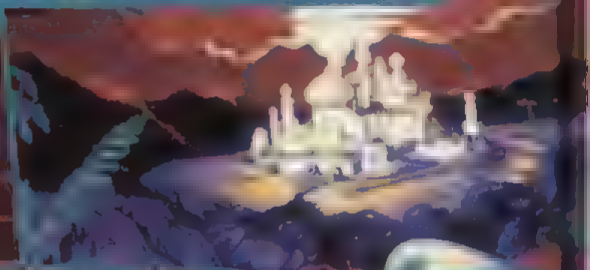
PRINCE O

For too many ancient computer and console games, labelled "classic" — I guess that many games just past about four years old and auto-matically gain the title — whether they deserve to or not. My idea of a classic is a concept which has stood the test of time — one that can be converted [illegible] sound good while remaining [illegible]. And with [illegible] in the computer and console world, this is no mean feat.

Prince of Persia, since it's creation about four years ago, firstly for the PC by programmers Broderbund then quickly spreading onto other [illegible] computer formats, is certainly one that has garned this coveted title. The recent excellent conversion onto the Super NES only served to enhance it's cult status. It scored 96% in NMS (our sister magazine) for its enhanced presentation, sound and atmospheric graphics style and yet the essence of the game remained the same as the original PC version.

Domark is hoping to equal if not surpass that same calibre with the 8-Meg Megadrive version, due out in March and from our exclusive peak they may just achieve it. Or will they?...

[illegible] dinosaurs (well nearly) and at long last [illegible] to the Megadrive. Lucy Hickman [illegible] carpet and sweepers [illegible]



▲ Whoosh, there's it. The swords in motion. Make sure your hands are not opposing each of course eh!

▲ Jump suddenly through the door and you'll be [illegible] perilous fate ahead!

▲ Whoa, a close shave perhaps. Mr edge more [illegible] open eye!

# of PERSIA

JAFFER JAFFER

THE PRINCESS SNATCHER

I'm sure you all know the story by now but here's a quick [illegible] Persia toddles off to murder a few natives, leaving his prime minister, Jaffer in charge. Unfortunately, this mutant orange has seized permanent power and now plans to marry the Sultan's daughter to seal the coup.

Her fella, the hero of the piece (who strangely has no name but we'll call him Jonet to avoid confusion) turns up to save her, only to get caught and locked up by the evil PM. As Jonet, find a sword, fight your way from the dungeons, bludgeon your way to the castle and rescue the [illegible] thing to note is that there's going to be a special [illegible] — the American version is a direct conversion of the original PC but the European one has four all new levels included on top of the original 12 — and there may be more on the way (depending on cart space).

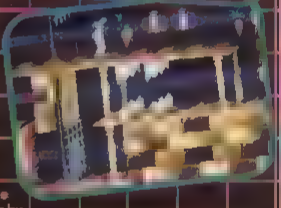
Programmer of both, Richard Walker explained that they wanted to do something completely original for both but it was vetoed because it sounded too much like Prince of Persia 2 due out soon on the PC. Under the terms of the licence, the graphics style has to be kept the same but Richard reckons he's improved them — check out these screenshots to make your own mind up on that one. He also reckons the effects, atmosphere and presentation have been improved by himself and his side-kick, Jim [illegible].

Prince of Persia is one of the first games which used digitised sprites — the programmer apparently videoed himself doing all the moves in his pyjamas. This version has 250 frames of animation for the hero and 240 between all the other characters. To create the [illegible], Richard painstakingly mapped out the entire PC version and then transferred it, screen by screen onto the Megadrive! — patient man Richard, [illegible].

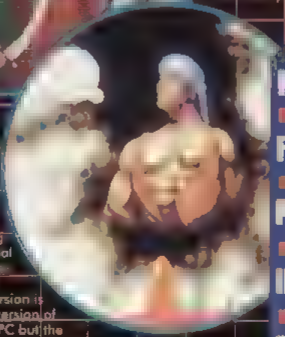
"We're aiming to make it the best version ever by improving all aspects. There are more puzzles which are subtle but challenging."

When asked how well Prince of Persia has endured over the years when compared now with games like Flashback, he said: "This game is a cult thing. People who liked it on other machines will buy it and others will have heard of it and [illegible] be very good. They won't be disappointed — it's a great game which has stood the test of time."

Don't forget to make your own minds up about that one when we review it in a future issue of MEAN MACHINES.

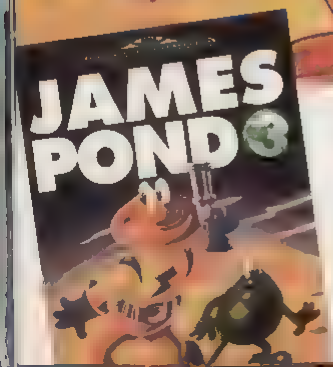


Are you seeing double or is it just another clever twist of the game?



Jump, run, fight your way to the Princess!

PROJECT	PRINCE OF PERSIA
FORMAT	MEGADRIVE
PUBLISHER	DOMARK
INITIATED	MARCH 93
RELEASE	MARCH 94



James Pond is back in the stunning sequel to Robocod

Operation Starfi5h is his biggest adventure yet, with over 100 levels of lunar laffs – if you're player enough to find them all!

When it's discovered the moon really is made of cheese the dastardly Dr. Maybe moves in.

His cunning plan – mine the delicious dairy products and undermine the economy of planet Earth.

So it's destination moon for the intrepid Pond, aided by trainee

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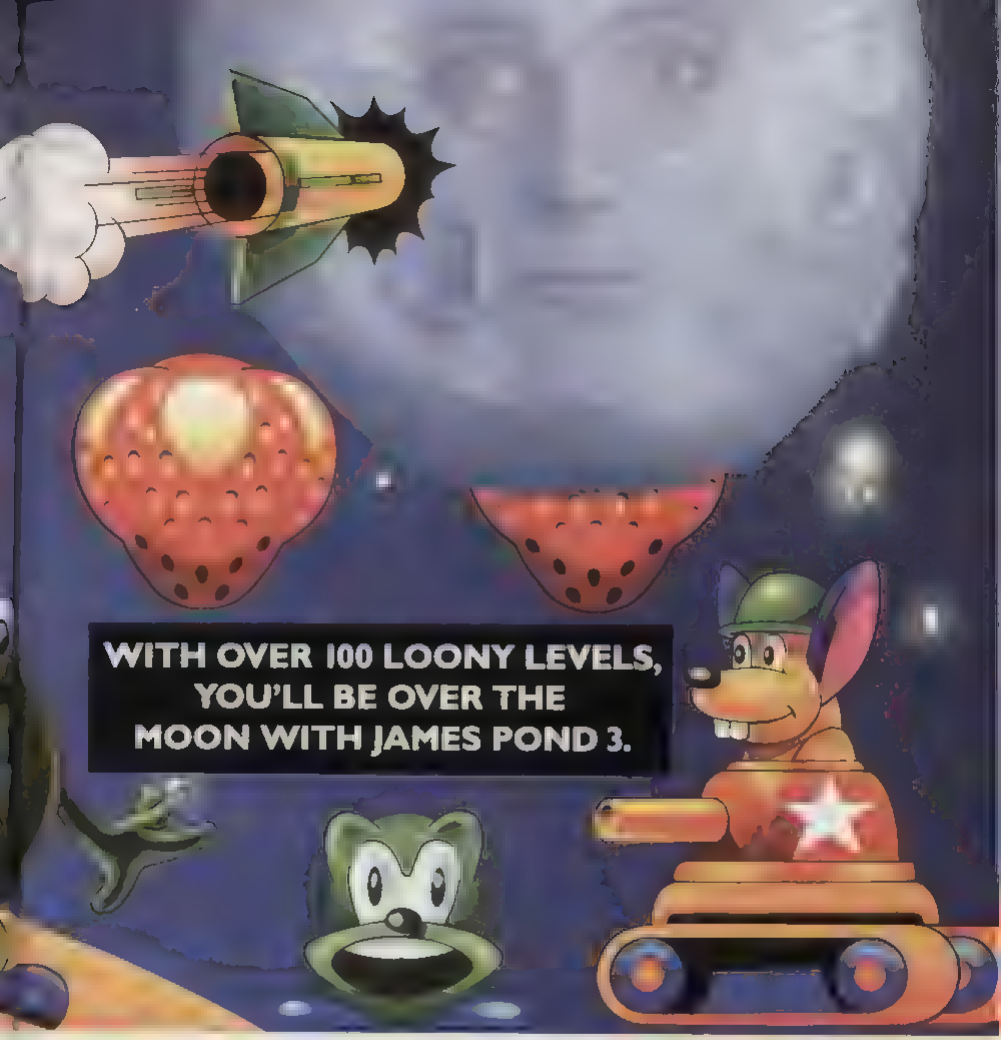

FISH agent Finnius Frog and tooled up to the dorsals with a crater-full of groovy gadgetry. There's an army of cheesed-off aliens and hordes of Maybe's minions to face before the lunar landscape can be saved and the dreaded doctor dealt with.

James Pond 3 Operation Starfish - it's the cream of the crop.

ELECTRONIC ARTS™

SEGA MEGA DRIVE

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1-2 PLAYERS

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BY: SEGA

RELEASE: JANUARY

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 2
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

48,000

Toejam and Earl previously starred in a zany Megadrive game of 1991. TJ&E 2 takes a new approach to gameplay.

The D-Pad controls a large variety of functions as well as left and right, including ducking, aiming jars and searching scenery.

A
B
C
START

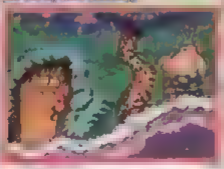
Search each level for hidden earthlings. Jar these and send them back in the rocket. Keep eyes peeled for secrets.

Earth. What a bummer. When Toejam and his obese pal Earl crashed there back in 1991, it was all they could do to escape. Their spaceship had been totalled after an argument with an asteroid, and the opera singers, mad doctors, bogeymen and ice-cream vans of Earth generally made life quite difficult. But they got away.

Little did they know that they'd picked up some groupies, who clung to the outside of the spaceship as they blasted off. They only realised what had happened after they arrived back on Funkotron and found middle-aged women with poodles terrorising the three-natives of the funkiest planet in the galaxy. The tourist office threatens to create a massive credibility gap, which every funk scientist knows is a most dangerous phenomenon. So get these people on the first flight home!

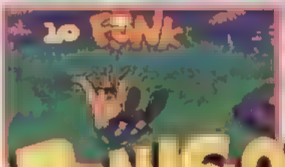
Hi honey, I'm home!

▲ Spot the Ball and send your entry to the box by next Tuesday.



I've paid for every inch of this pet!

ToeJam & Earl in PANIC ON FUNKOTRON



MAY THE FUNK BE WITH YOU

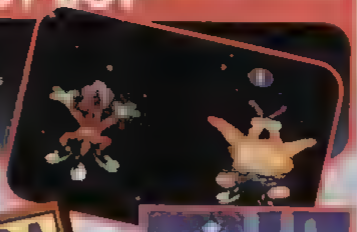
Your my best mate, right? TJ & E 2 is a bit of a social experience to play, since it's much better with two at once. The action is maintained on a single screen, which means one of the characters occasionally goes out of view. Both have separate scores, but teamwork is very definitely the order of the day.

The funk move allows either character to become a mere squidge of himself and move through solid objects, allowing him to escape tricky situations and reach remote bonuses.

The funk scan allows the pair to view the strange alter-reality of Funkotron. Use at any point to see what hidden bonuses are sitting in the scenery, or even secret pathways.

BUDDY BOY

Your my best mate, right? TJ & E 2 is a bit of a social experience to play, since it's much better with two at once. The action is maintained on a single screen, which means one of the characters occasionally goes out of view. Both have separate scores, but teamwork is very definitely the order of the day.



EarL

MEGA GAME

NKOTRON

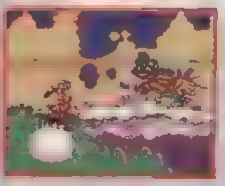
HYPERFUNK

Occasionally, the fabric of Funk rips a little, and a gateway to the Hyperfunk zone emerges. Jumping into this gives the character the chance to amass loads of bonuses, but it's against the clock, and the funk move must be used to avoid the pathways back to reality.

GUS

Video games are [illegible] summer, when [illegible] some really [illegible] copie and grass [illegible] liven better, it's a superior game. Gus looks like 'just another platform game', but it's lost track of the amount of original gameplay elements. Catching the cartridge in jars is tricky because it's so unpredictable, so you won't suss out the game quickly. There are even magical techniques that affect certain earthlings like the photographers. It's also loaded with secrets — passages, gifts, shenanigans and the hyperfunk zone. The standard of presentation is exceptional, with fabulous backgrounds and animation, and stunning sound. The music is certainly stereophonic and the samples are brilliant — just hear the ghost and Hula to without doubt a completely classy megagame, and not just for platform fans.

▲ Just my luck to get a complete maniac flying my magic carpet!

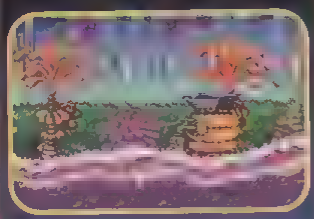


▲ So easy on the bubble because with one little prick it could be all over!

DON'T PANIC!

There are two other abilities open to ToeJam and Earl. The first of these is the panic button. Each one of these grants a short period of total madness, with the characters running around throwing jars in all directions. In Panic Mode they cannot be harmed - useful if you're surrounded. The Funk Vacuum is a way of drawing any extra funk that may be in out of the way places.

▲ There's only one thing left to do: PANIC!

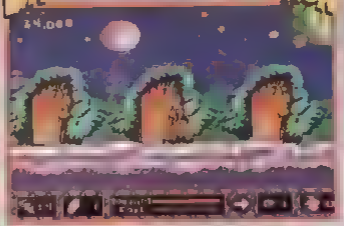


▲ The Funk Vacuum does its sucking stuff

ToeJam & Earl

in

Panic on Funkotron



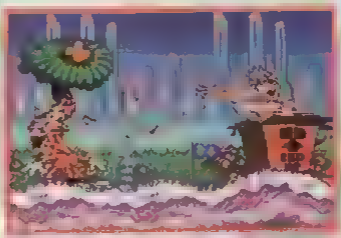
Oh decisions decisions. Should I go for the oak or this nice little number in mahogany?

He wore an itsy bitsy, teeny weeny navy polka dot bikini

HAVE A FEW JARS

The earthlings are running amok across Funkotron, and are too dangerous to travel freely. They must be contained in preserving jars. Striking earthlings with a few jars is enough to contain them. However, trapped [illegible] before they escape the pickle they're in.

Both characters are jam jar sharpshooters. The D-Pad offers some fine-tuned throwing. Jars may be tossed vertically, thrown low, hurled down from mid-air, or even laid as traps. Special mega-jars are available, that can ensnare a foe in one impact.



THE GREA

Funkotron is a dense p[illegible] fo[illegible] dense peop[illegible] l[illegible] [illegible] Trees [illegible]

OUTDOORS

Jam bonus gifts (funk, points or money) and rocks may hide bushes. There are a so some other recurrent and scape features.

BUTTONS

It's hard to be precise here, as pressing a button can do one of many things, usually nice. Sometimes all that happens is another button appears.

PARKING METERS

Much like buttons, but these cost money. (See fungus for an extra meter function).

[illegible]

The inhabitants of Funkotron are a bit miffed that you brought the earthlings, but call them in and they may give you some help.

[illegible]

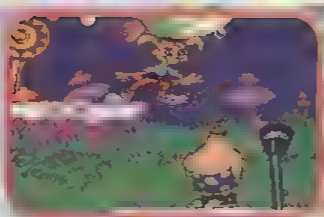
Fungus is bouncy, allowing the heroes to reach high places if you keep bouncing the fire ex- tinguishers. If there is a meter beside the fungus, you may pay to enter a trampolining contest. Such contests are adjudicated by a panel of judges!

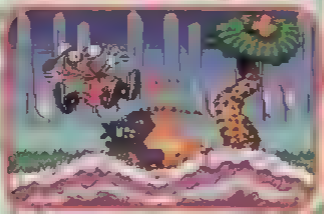
THE BIG BLUE

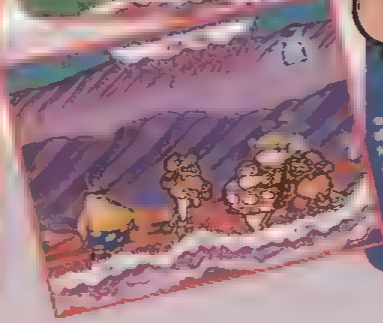
Undersea waterways are an important part of the game. Some characters have limited [illegible] which may be extended by giving a fish a good [illegible].

WATER FOUNTAINS

Truly, founts of wisdom. By approaching these you get a mouthful of advice.







FOOLISH EARTHLINGS!

ToeJam and Earl featured some outrageous inhabitants of the home planet, but the visitors to Funkotron are even fruitier. Read in disbelief a selection of their case-notes.

MY LITTLE PONYTAIL

This minx likes nothing better than to taunt you, then stamp on your foot and kick your shins. She also loves to play hide and seek.

BAD FAIRY

She the granny of one of the Red Arrows. While not performing death-defying loops, she's dropping laughter bombs, leaving the pair in stitches.

BOGEYMAN

The bogeyman featured in the original, and he's a scary nuisance. His party trick is to sneak up, leap out and scare the All-Bran out of you.

COW GHOST

The vengeful spirit of a dead freisian is a chilling sight. From beyond the Outer Limits of dairy farming, she swoops down to possess your soul in a whole manner of unpleasant and often cheesy fashions!

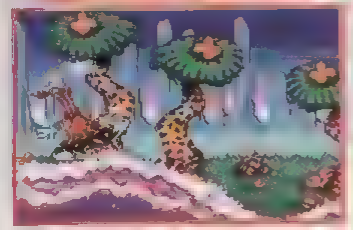
VERDICT

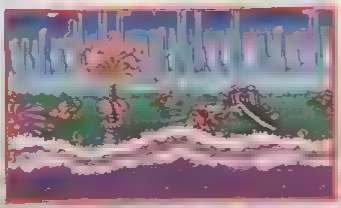
RICH

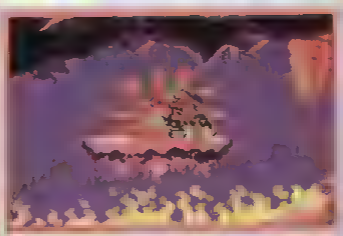
[illegible] platform game that oozes originality! As Gus says, there are loads of decent original features packed into the game that make it an instant classic. I particularly like the jam sessions with ToeJam and Earl's funky pals. Everything about the game is slick and classy. The graphics are absolutely superb. They're all brilliantly defined, there are huge sprites and everything is decked out with vibrant colour schemes. The sound is similarly brilliant with astounding samples and amazing music. Brilliant to play with either one or two characters, ToeJam and Earl is an excellent title and one well worth picking up upon its New Year release.

JAM HOT

The jam sessions are a cool part of the game. Find one of your pals with a deck and they'll beat out a rhythm for you. Hit it out with the joypad's beatbox sounds and you get rated from 'lame' to 'awesome'.





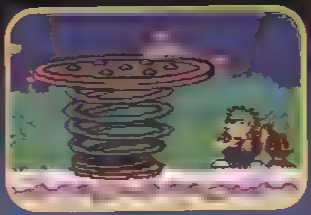


▲ I asked the agent for somewhere hot but this is ridiculous!

▲ But you must be my dad, we look exactly alike!

PLANETARY PAD

The arrow at the bottom of the screen acts like an Earthling radar. A pink arrow leads you to the nearest renegade, and a flashing button means they are very near. Once the green arrow appears, head for the launch pad, that sends the jars homeward, and catapults you to another part of Funkotron.



▲ When the going gets tough dive down a man hole cover!

PRESENTATION 93

▲ A password system, a great two-player mode, a ladies mode and the option of hints on or off. Superb in-game presentation.

GRAPHICS 94

▲ Funkotron looks like a wild place, and the earthling mickey-takes are fab. Amazing psychedelic patterns.
▼ All that colour brings on eye-strain!

SOUND 95

▲ Another funk heaven here many megs of memory used for hilarious samples and a stream of laid back tracks.

PLAYABILITY 92

▲ The game are... and it has the first moment... a sweet one. There's something new at every turn. There's a great balance between satisfaction and frustration.

LASTABILITY 89

▲ The game can be mastered the game gets really demanding.
▼ With a password and continues, committed players soon crack it.

OVERALL 91

A sequel that completely outshines the original. The ultimate game on the Megadrive and breathes fresh life into the platform game genre.

WHEN IT'S OUT - IT'S IN.

PLAY BEFORE YOU PAY IN THE GAMESMASTER ZONE

98%

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SONIC SPINBALL
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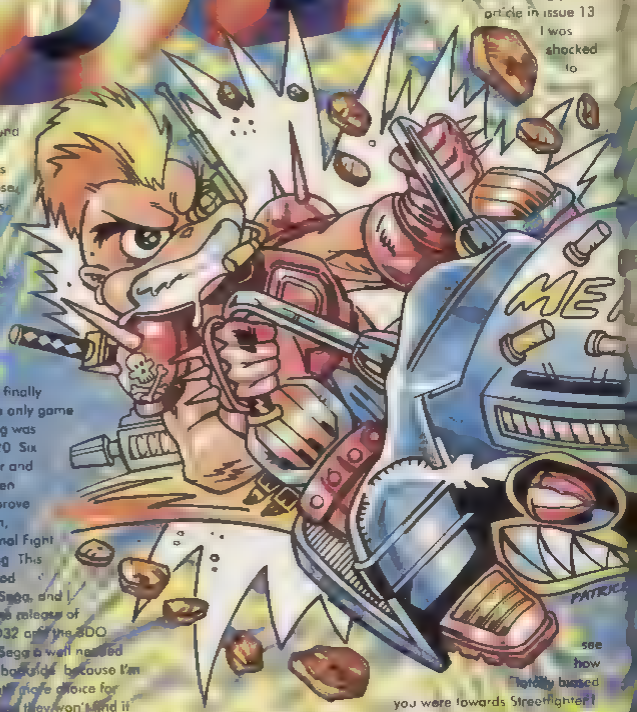
MEAN YOB



I can see Rene Russo's bottom from here, and very nice it is too. But unfortunately, the only bottom I'm likely to grope today is the one at the end of my mailbag as I sort through the waste of natural resources that are your letters. If you've got anything remotely interesting to say, why not write in to: DSM KNFK4NEQGKD ANGKSDAO[IE WFAMNF, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CHEESY DEMONSTRATION

Dear Yob

After reading the review of Streetfighter II SCE in the last issue I couldn't wait to buy it. A few days later on Digitiser I read that the release date was to be put back yet again. The excuse was that the release of the Turbo Edition for the SNES would detract from its publicity. That's b**l**cks

Streetfighter II has such a massive reputation that it would sell by the bucketful without a single penny being spent on publicity. This is another example of Sega p'ss'ng around with the release dates at the expense of us gamers. Another example is the Mega-CD, the release of which was delayed many times and when it was finally released the only game worth buying was Jaguar XJ220. Six months later and little has been done to improve the situation, with only Final Fight worth having. This just isn't good enough by Sega, and I hope that the release of Amiga's CD32 and the 3DO might give Sega a well needed kick up the backside because I'm sure that will be more choice for gamers players if they won't find it easy to continue their present success with their current attitude.

Chris Hanson, Cheadle, Cheshire

YOB:So you're not a happy bunny then. Lepus miserablus would be the correct phrase to sum up your current disposition. Why not strip naked, cover your rude bits with a variety of different cheeses and walk up and down outside the Sega offices with a placard saying 'I'm a bit cheesed with Sega's release policy'. It might not do any good, but at least when you get released from your public indecency charge, there might be a great range of new Mega-CD games for you to buy

IS HE OR ISN'T HE

Dear Yob

I am a devoted gamesplayer of twelve years. I have been buying your mag for many months and have been totally satisfied with it. However, upon reading your article in issue 13 I was shocked to see how totally biased you were towards Streetfighter! Come on, Mortal Kombat is too easy in one player mode but otherwise Mortal Kombat is a perfectly good beat 'em up. Streetfighter II is an amazing game, and deserved your 98% rating but Mortal Kombat is a lot better than you say.

Nathan Williams, South Wales

YOB:Well, there we have it. Who is right? Us professional

Season of good will? Not as far as Tom Skinner from Barnet is concerned!

Anyway, there is one thing that I'm not sure of. In the Jan issue you reviewed Shinobi III for the Megadrive. Now, in your latest issue (we get it a month or too late because of shipping) you've got Shinobi for review again. The question is, are these two the same or different? They look very similar. Thanks for the help and please, what can better...

Cary Pilcher, Australia

YOB:After our re... Sega

from issue number two of Mean Machines Sega. I had one but I accidentally stuck it on the back of my bumper instead of the front and now it looks quite stupid so could I please have another? I would also like to know when you are going to review Master System games like James Bond, Robocod Cool Spot Ecco Jurassic Park Roadrunner Sonic 2, Star Wars Streets of Rage 2 and Strider 2?

Tyrone Mantrick, Charing Town, London

YOB:Sadness alert! Sadness alert! Sadness alert! I haven't got any more transfers left, so you'll just have to walk down the street backwards and hope people don't notice.

OH NO NOT AGAIN

Dear Yob

Please tell Mrs Shelley to quiet down a bit. I think people are getting too excited.

Aubrey Hesselgren, Reading

YOB:Okay. Mrs Shelly, please be quiet. Your extraordinary ejaculations are exciting the populace.

SHELLY

More fab Street Fighter II shenanigans from Dean Wardell of Dagenham, Essex.

Pavarotti and believe me, that's torture. Once I have the game (at your expense, I will send you Sonic in a small little Skoda — cos I know you have been wanting one! Hahahahaha! Yours shockingly

Stuart 'Doc' Johnstone

YOB: Unless someone's kidnapped your brain...

gamesplayers who have about 20 years playing experience between us, or you, 12-year-old Nathan from South Wales. The choice, as they say, is yours.

BYE BYE BRAIN CELLS

Dear Yob

I've kidnapped Sonic! If you don't send me Jungle Strike I will subject him to 20 minutes of

SHINOBI CONFUSION

Dear Yob

Firstly congratulations on your excellent magazine. I just love the free gifts, keep 'em coming

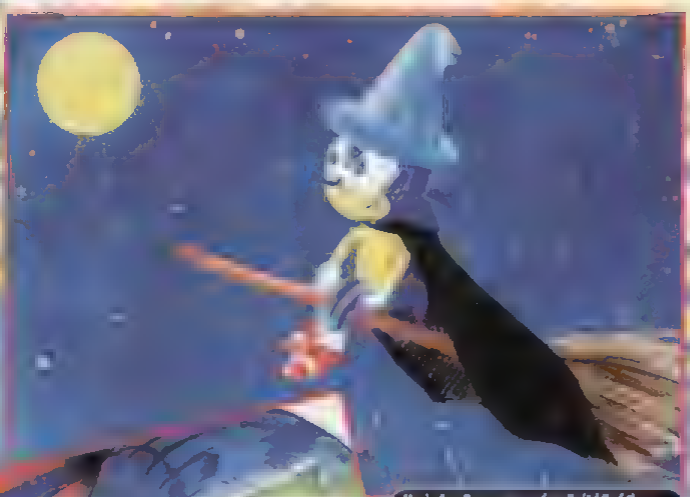
decided to put back the release date and tweak the game based on our comments. So we decided to review the game again because it was a bit better than the original version. Hence the deja vu situation.

THE BRAIN DRAIN

Dear Yob

I am writing to ask you if you have any Sonic 2 transfers left

Hmm, Yob with rabies. It'd probably improve his temperament!



Mario has Segasonic wrestlers "stitch" at the wrong end. Easy, guess it has.

SHILLY-SHALLYING

Dear Yob

I have been reading MEAN MACHINES for over two years and have never been fed up with your page — until now. I blame the likes of Martin Wilton (issue 12, MMS) and Paul Kelly (issue 11). Yes, I agree that Mrs Shelly is a thick, narrow minded stuck-up cow whose idea of fun is listening to the Queen's Christmas speech. However are you so stupid that you are unable to realise that everyone feels the same way and like one are getting fed up of reading the same old crap every month so please, please just shut-up about it. Also, Chris Wright (issue 11), if you look under 'Regulars' you will see that it says 'Q+A'. Just in case you haven't grasped it, this is where you send your letters to, not Mean Yob. By the way, Chris Wright, Baldock, is an anagram for 'Wright Bald Cockerish'

Stuart Wigley, Stoke Newington

YOB:I'm not the one who's keeping the shambling Shelly thing going. It is you and other readers. If you don't want to read any more about old skiddy-drawers, why write in about it knowing that you'd set me off again, cretin boy from Zod?

Big Bison is watching you! Nice one Christian Ward of Wolverhampton!

NEW IMPROVED

Dear Yob

I think your magazine is the best and I wouldn't miss it for the world. Please answer me one question. Every month I buy CVG and when I read Yob's mailbag there are pictures of [illegible] over the page like someone trying to blow a hole in someone else's head. It's crap. It would be better if the pictures had more detail to them. I am not one to complain but this had to come out. Other pictures are good but some are not. Please take notice of what I've written.

PS I would like the £100 if possible.

Chris Collins, Tamworth, Staffs

YOB:Well, unfortunately the Mark I YOB as present in CVG is happy with mediocre quality stuff. Whereas I, the improved, new highly intelligent Mark II model with swivelling nodules have a far higher quality control. I would like you to have the £100, but sadly it's not possible.

BEAGLES'

Thanks to Francis Anthony of Essex for this butty offering.

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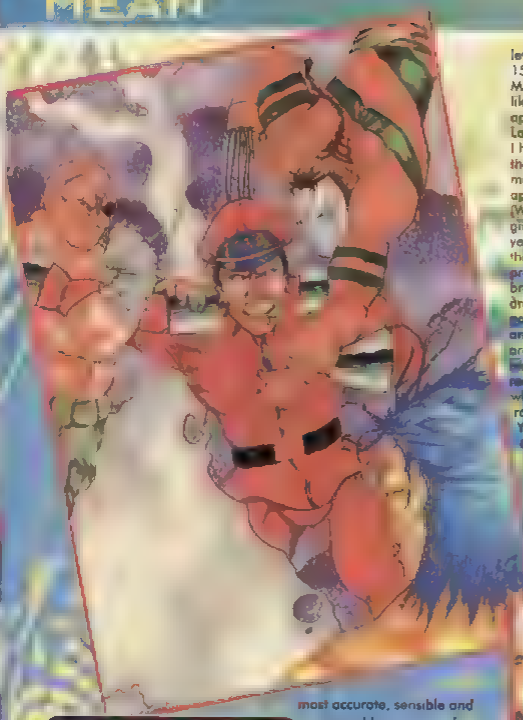


More creative crayoning from Christian Ward of Wolverhampton!

BEAGLES' DANGLY BANGLES

Dear Yob

Let me start by saying how outstanding your mag is. I wasn't expecting such an excellent Streetfighter II review. Now onto the subject. Throughout [your] mag there are many mail order companies and there's nothing more wall-buttingly annoying than sending out a £35 cheque and having to wait 4-5 months for the blasted thing to come when it states, "Please allow 28 days for delivery", or something along these lines.

This is where your magazine comes in. I and millions of other readers know that you are the most accurate, sensible and reasonable magazine for reviews, previews, news etc. BUT, as I have mentioned before, it's impossible to believe any old mail order company. If you could run one yourself it would be fully appreciated by all mail orderers, I'm sure. I hope you'll at least consider the idea, and I'll keep buying your boss mag every month.

Andy Davies, Runcorn, Cheshire

YOB:Yes, our organ is certainly outstanding! We have toyed with the idea of setting up a MEAN MACHINES mail order firm, but sadly it's not a viable proposition. Lord EMAP needs the money to refurbish his luxury Caribbean cruiser...

CONFESSIONS OF A PLONKER

Dear Santa/ Yob

This Christmas I would like my letter to you to be printed in Issue 15 of that skill mag MEAN MACHINES SEGA. I would also like to take this opportunity to apologise to my best friends C. Lamens and C. Chaplow because I have been very mean to both of them and I hope they will take me back. I would also like to apologise to my friend William (Will) because there was a new girl at our school who joined our year and Will confessed to me that he really liked her and I promised not to tell anyone but I broke my promise and spread it around the school and then Will got lots of contact between brain and mouth whenever she was around which lead to embarrassment then I forced him to write a really embarrassing letter to her which caused even more embarrassment. So please Almighty Yob, Oh Gracious One! Can I ever be forgiven for this?

Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! Please! And please let me become a better person perhaps like Will.

MERRY CHRISTMAS

ALL OF YOU AT MEAN MACHINES SEGA!

James Davidson, Nantwich, Cheshire.

YOB:And the arch-angel Yob didst cometh down from on high and didst say unto James Davidson: "Thou hast the brains of a lobotomised jack ass with mad ass disease, thou couldst win a Nobel Prize for thou extreme nobbiness and verily the friends thou hast wronged should take you back — to the depths of the stomach of a pig where all foul tapeworms of your calibre truly belong.

SILLY SHELLEY

May I say firstly, I've been reading your mag for a year now keep up the excellent work! I'm a 31-year-old wife and mum of three. I own a Megadrive and a Mega-CD — there's no age limit to gamers!

Blimey, this section should be known as the Christian Ward art exhibition this month!

Mrs Shelley is entitled to her opinions but so am I. I've had my Megadrive for a year and my Mega-CD for about six months and I can't say that my kids or I have had any urge to be violent towards anything or anybody and I play my machines for hours — I love them!

I have all the best beat 'em ups, and I love platform games which have greatly improved my hand-eye memory, my reflexes and my dexterity. It's personality can't find anything wrong with the games we play so stick that in your reefer and smoke it Mrs Shelley. She should realise that while kids have an interest in Sega gaming this is an excellent hobby which keeps them off the streets. Plus my kids and their mates think I'm really hip.

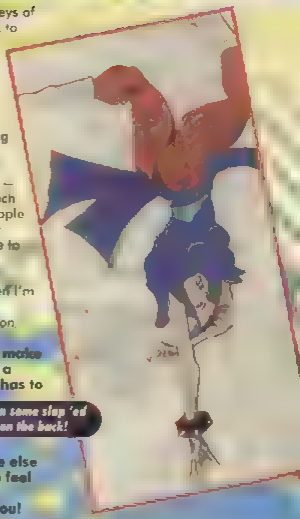
I really wish the Megadrive had been around when I was a kid – it would have kept me from getting into so much mischief with my mates! Sega gets my support against the Margaret Shelleys of this world. She should stick to her hobbies (knitting? Ughh!) and leave us gamers alone. Gamers are not just irresponsible teenagers – I'm 31 and not ashamed of it. My gaming interest keeps me young at heart and in touch with my kids which seems to be half the trouble these days — adults are totally out of touch with their kids and with people like Mrs Shelley things they don't understand they have to undermine and eventually destroy.

I hope I'm still gaming when I'm old and grey!

Mrs Casey Davies, Warrington, Cheshire

YOB: It takes all kinds to make a world, I guess. It's just a shame that one of them has to be Mrs Shelley. If anyone else feels as she does though feel free to write in, we'd be delighted to hear from you!

Thanks very much to Mark Reading of Coventry for this zitty offering!



Upside down antics obey from some slap 'ed who forgot to put their name on the back!

TRIPS TO USA

One trip per month to be won!

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[illegible] MISSION **OR** [illegible] MISSION

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ASTRONAUT *Minimum Age 16 yrs* **OR** **TOPGUN** *Minimum Age 13 yrs*

2nd Prize monthly CD ROM

0891 333551

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Conditions of entry. The promoter is Whiston Limited, Riverbank House, Putney Bridge Approach, London SW6 3JD. Entry is open except that employees and families of the promoter, Advertiser, and sales promoter agency are not eligible. Entries close for the prizes first drawn 31.1.94 and then at the end of each succeeding month whilst the competition is offered. Winners will be announced in this magazine and on the competition line, and winners will be notified by registered mail. Prizes are not transferable or redeemable for cash. The judges decision is final and no competition will be entered into. The competition is a game of skill not chance and all entries will be judged on merit. Calls cost 36p per minute cheap rate and 48p per minute at all other times. Max duration 7.5 minutes. If you do not pay the phone bill be get permission before making this call. For further details and information call 0891 333552

Q + A

Okay people, hit me with your best shot. Your questions answered, your problems solved because with the coming of the festive season my pearls of wisdom are shining brighter than a very shiny thing that's just had a polish and I'm going to share them with you lucky, lucky people. So dust off your brain cell, put on your special writing head, get your queries down and send 'em in to: CALIFORNIA DREAMING ON SUCH A WINTER'S DAY Q + A, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

WOTSITS

Dear Jaz,

Please could you answer these questions:

1. When will Streetfighter II come out for the Mega-CD?
2. Which is the better, SFII Turbo on the SNES or SFII Special Chemeion Edition for the Megadrive?
3. Will there be any new characters for Streets of Rage II?

January and yes. 5. Yes I could. 6. Dracula.

A Sonic does his stuff and prepares for his all new adventure — Sonic 3.

4. When is Sonic 3 coming out and is it any good?
5. Could you tell me some of the Mega-CD games coming out next year?
6. What's the worst game you've ever reviewed for the Megadrive?

James Yorke, Chatham, Kent

JAZ: 1. Doesn't look like it will at the moment. 2. The Megadrive one. 3. Yes. 4.

HMM

Hi Jazzo!

I have some questions for the master. Thanks you.

1. I've heard that Ken from SFII has a stealth move is it true?
2. Is a Take That or Bad Boys Inc Make My Video coming out?
3. I heard that in Streetfighter III, Chun Li's sister is one of the characters. Is it true?
4. Is there a Mortal Kombat 2 on the way?
5. Are there any Tennis games coming out on the Mega-CD?

David Oxley, Hernchurch

JAZ: 1. No. 2. Aaaaaaaaaaaaaaaargh. 3. No. 4. Yes. 5. Not at the moment.

DAIRYLEA

Dear Jaz,

Please could your great knowledge of computer games help me out.

1. Is it true that Virtua Racing is being released on the Megadrive and if so when will it be released?
2. Will you need the 3D goggles to play it?
3. Will they come with the package or sold separately and how much will they cost?
4. Which is the best Megadrive game out at the moment, Micro Machines, Flashback or Mortal Kombat?

Chris Foster, Chelmsford, Essex

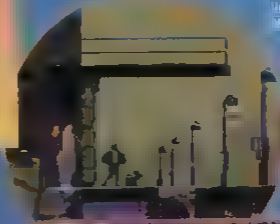
JAZ: 1. Yes, in January. 2. No. 3. Wibble. 4. Micro Machines.

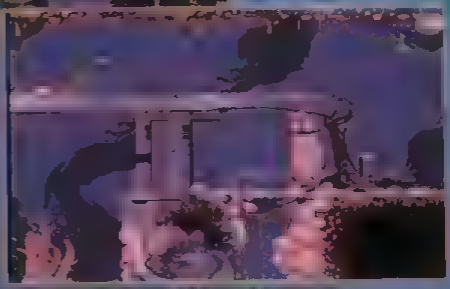
SOUFFLE

Dear Jazzo,

Could you please help me with these questions:

1. Should I sell Sonic 1 and 2 and buy a Game Gear?
2. Could you please explain to me what a CD and G disc is?
3. Which game should I buy, Thunderhawk, Sonic CD or Silpheed?





K CHEESE

Dear Jaz,

I have a few questions for you, would you be so kind as to answer them please.

1. Now that Konami are producing Megadrive games will they convert some of their cart games like Knights of the Round?
2. Is Landstalker any good?
3. Do you think the Master System is on its way out?
4. Is the Nintendo 64 bit machine in production yet?
5. If it is, do you think Sega will make their 32 bit Saturn into a 64 bit one?
6. Are there any decent wargames on the Megadrive apart from General Chaos?

Ian Avery, Redditch

JAZ: 1. I doubt it. 2. I don't like it much. 3. Yes. 4. No. 5. No. 6. No.

MACARONI

Dear Jaz,

Could you please answer some questions for me.

1. Who could I contact to get a job in game testing?
2. How much do game testers get paid?
3. Do game testers just play

4. Does anybody at MEAN MACHINES dislike Flashback or am I the only one?

Darren Price, Nottingham

JAZ: 1. Why would you want to do that? 2. It's a reasonable CD that also has cracky graphics on it which come up on the TV if you put it into a machine capable of displaying them. Mega-CD is such a machine. 3. Doooo. I'd probably choose [illegible] Yeah, I can see it's a great game and lots of people like it, but I didn't play it much.

games on any system to see if they're any good?

Ken Chung, Comorrigg

JAZ: 1. Write to the firms you want to work for asking whether or not they need your services. 2. Peanuts. 3. No, it's infinitely more involved than that.

DWAH

Dear Jaz,

Please could you answer these questions as they are driving me crazy.

Q+A

1. Is Microprose Formula One Grand Prix ever going to come out for the Megadrive. If so when will it be released?
2. Is Sensible Soccer coming out for the Megadrive?
3. Is it true that some programmers are going to make an Indy Car game. Of so, when will it be released?
4. Are Sega ever going to make a racing game like Mario Kart?

Daniel Norton, North Hykeham, Lincoln

JAZ: 1. Possibly. 2. We [illegible] it last month. Don't. 3. No. 4. There's no sign of one yet, although Acclaim are [illegible] 'Mario Kart beater' for Megadrive and Super Nintendo.

LEICESTER

Jazza, the King of Games Playing.

How's it hangin' mate? Just wanted to ask a few questies.

1. When will the wicked Atari Jaguar be released?
2. How much will it cost?
3. Will it really be a match for the 3DO and the Saturn?

That's it for now, keep up the [illegible]

1. Will Super Star Wars and Super Empire Strikes Strik[illegible]

CHESHIRE

Dear Jaz

1. Could you please tell me if there's going to be a Game Genie or something for the Mega-CD one day?
2. What games do you get in the bundle when you buy the [illegible]

Marlborough, South Yorks

JAZ: 1. Nah. 2. The old stocks contain Sol Feace (crack), Cobra Command (a bit crack) and a disc containing five old Megadrive cartridge games – Columns, Revenge of [illegible]

Shinobi, Super Monaco GP, Golden Axe and Streets of Rage. The new pack will contain Road Avenger (a bit crack) only.

CHEESECAKE

Dear Jaz

Seeing as you know all and [illegible] MEAN MACHINES is the greatest mag I thought I would write in with a few questions.

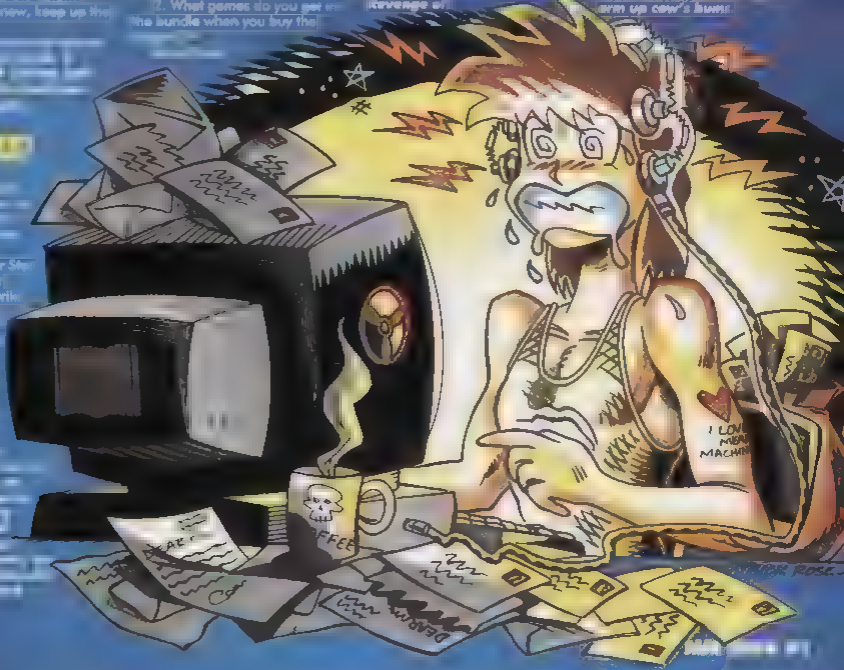
1. [illegible] is Lotha?
2. Morcers any good on the Megadrive and did [illegible]

[illegible]tion:

2. Is EA FIFA Soccer really [illegible] want a decent soccer game)?
3. I bought Jungle Strike but after playing it my friend James Harrison said it was crap. Is he a total fool or what?

Kevin Tebb, Rickmansworth

JAZ: 1. It's crack. But then I thought the arcade version was a pile of old cheese too. 2. Read my lukie: yes. 3. What do you expect from a man who has spent his entire life trapezing around the Yorkshire moors sticking his arm up cow's bums.



YOU CAN BEAT

Zangief, M. Bison, Vega, Blanka, Ken, Chun Li, Ryu and not forgetting Dhalsim.

You can beat them!

Guile, E. Honda, Balrog and Sagat.

You reckon!

You see at Dixons if you get the handle of Street Fighter II, there's always Mortal Kombat, Streets of Rage II, and Fatal Fury.

Dixons has more choice for "Beat-'em-ups" than any other store.

In fact Dixons has more choice for "Beat-'em-ups", "Sports Games", "Flight Sims", "Platforms" or any

BUT YOU CAN'T

THEM... YOU RECKON!

other type you're fanatical about.

And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*

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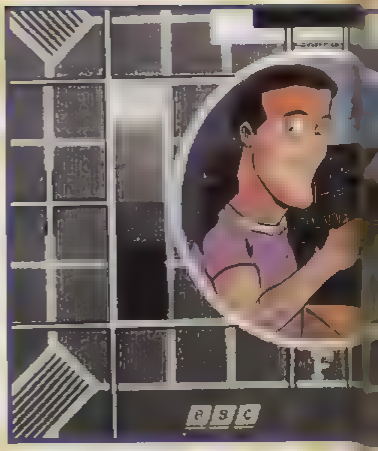
BEAT Dixons

PAULS TIPS

Merry Happy New Year and Christmas Seasonal Everyone! I've had lots of letters lately moaning that some games are too easy or something. In some cases this is true but for many games it's not how soon you get to the end that counts but how so. Take Gunstar Heroes for example as is the general rule it's no big thing beating the game that's what the programmers intended anyway! The craic is the style in which the end is reached. The really good games are ones worth returning to even after completion — this is when secrets are uncovered or cool tricks learned. By the same token, it's unlikely that players will slog through a game, obtaining all the level codes if it's a real duffer. Instead of complaining why not go back and play through your fave games again — there's bound to be something you've missed. **Mat Miller** and his mate **Herdy** seem to have endless solutions to their games at the moment which is why they claim the excellent Electronic Arts carts this month! Empty the contents of your brains onto a piece of paper squeeze the mush into a suitable envelope and send it to this address

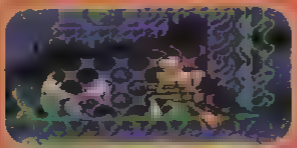
EAT THIS — IT'S TASTIER THAN HOT TASTY THING, TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, FARRINGDON, LONDON EC1R 3AU

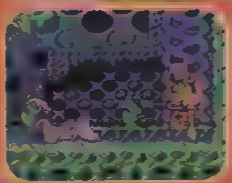


Steve Preston from Newcastle is probably wondering what's happened to his Batman codes. Well I lost them Steve, but never mind because obviously I've found them again. Close thing, eh!

Level 1-
Level 1-
Level 2-
Level 3-
Level 3-
Level 4-
Level 4-
Level 4-
Level 5-
Level 5-
Level 6-
Level 6-
Level 7-

BATMAN: THE JOKER RETURNS





Dave Carter was under the impression that BOB is an easy game to beat. Oh dear me, no Dave. Still Dave has the game firmly under wraps now and supplies the full list of codes as proof

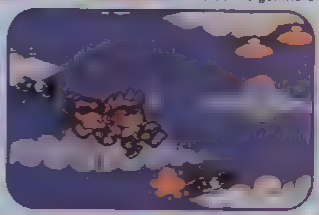
Andrew R Sharp from Leeds offered the same too

Planet One 7 058 950745 472 49 672451
Planet Two. 772578 652074 265648 462893 583172
Planet Three: 743690 103928 44895 775092 481376

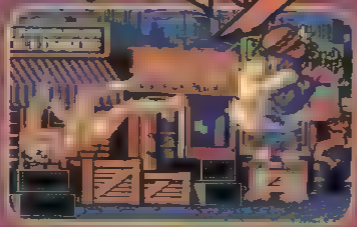
Carter the unstoppable vex machine included a list of Action Replay codes for the game which make things far too easy and spoils the game a little. Should anyone really want them just drop me a line — I've got them in my mobile drawer where they [illegible]

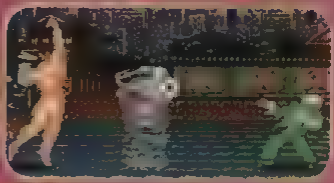
CHIKI CHIKI BOYS

Despite no-one being entirely enamoured by Capcom's mini-classic Chiki Chiki Boys **Raymond Carrel** is still proud of this tip. It allows players to access a secret options screen. Press A, B then C on the title screen to get there.



FATAL FURY





GREEN DOG

Hardy and **Mat Miller** make the Green Dog more playful with these two cheats:

For Rapid-Fire Discs: At any time during play press START, then C, A, B, A, LEFT and LEFT. A ringing sound is heard to indicate the cheat has worked.

For Slow Motion: Begin the game and press START to pause the game. Now press DOWN, A, C, UP, LEFT and LEFT. Now un-pause the game. To deactivate this cheat pause the game again and press LEFT, RIGHT, UP, DOWN, A and C.

MICRO MACHINES

Ah! The mystery of Ed's temporary absence is at last revealed. He'd lost his pink pen! Still he's here again with a list of cheats for Codemasters' Micro Machines. First pause the game then:

For a faster vehicle: Press UP, DOWN, A, B, LEFT, RIGHT, C and START.

For improved road holding: Press A, UP, B, DOWN, C, LEFT, START and RIGHT.

For more powerful crashes (?): Press C, UP, LEFT, RIGHT, A, B, A and C.

For tougher opponents: Press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, START and DOWN.

For even tougher opponents!: Press LEFT, DOWN, UP, DOWN, RIGHT, DOWN, A and DOWN.

For infinite cars: Press B, DOWN, C, DOWN, UP, DOWN, LEFT, DOWN.

Well Ed, it seems you escaped without being tagged alongside those Street Fighter II fools, you skank. Oops.

MORTAL KOMBAT

Ever so often somebody is wondering, what Flag 3 changes? In the secret options screen of Mortal Kombat I, one of the options is the answer: Instead of Santa or one of the other

MUTANT LEAGUE FOOTBALL

Playing as one of the '92 teams [illegible] the Tengen [illegible] Mat [illegible] for the code seen here. The basic code is D-WWD2CHCCSY. Insert the relevant character for the team you wish to use:

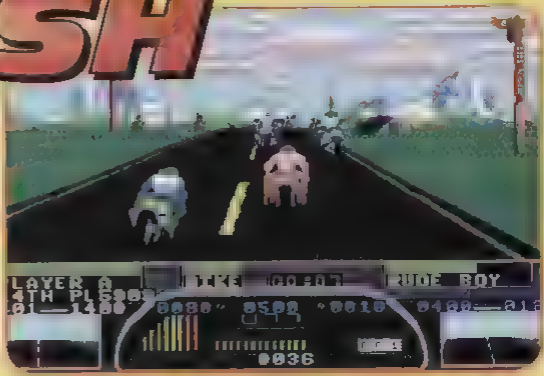
Los Angeles [illegible]:
Florida [illegible]:
Minnesota [illegible]:
Baltimore [illegible]: U
Colorado [illegible]: W
Chicago [illegible]:
New York [illegible]: Y
Boston [illegible]: Z
Michigan [illegible]:
Cincinnati [illegible]:
Chicago [illegible]:
All-Stars (AL): L
Milwaukee: O
St Louis [illegible]:
San Diego: Q
New York (NL): R
Houston: 7
Toronto: 6
Detroit: 4
Philadelphia: C

YOU

ARE ABOUT TO FACE THE ULTIMATE TEST OF YOUR MEGA DRIVE SKILLS

ROAD RASH

Anyone who owns any or both of the Road Rash games knows how frustrating it is when your r der gets busted by the cops However **James Kelly** explains a way out of the cell-city blues. After a crash, rather than have your rider remount immediately keep him running down the road and his bike follows him, allowing him to ride off in safety

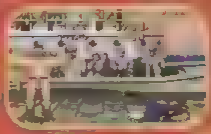


X MEN

Once all the cells are opened, run the X dude to the top left of the Danger Room where the entrance to the Control Room is located.

STREET FIGHTER II

SPECIAL CHAMPION EDITION



FORTUNATELY

YOU WON'T HAVE TO FACE IT ALONE

...sters in numbers? Forget it. Even with the most ... Player weapons and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in their ... quest to ... their ... fellow adventurers, you step into a dark and deadly world to master the ... mastermind of the ancient ... sorcery.

You'll need pump action reflexes to slay swarms of ... creatures – plus a sky high I.Q. to crack over 90 ... increase labyrinths and magic chests.

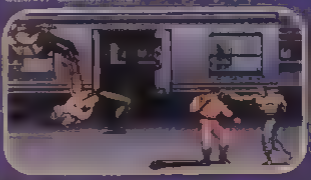
Well, when you've finished your very ... complement, complete your quest, ... the ... the ... and ... Gauntlet IV from Tengen. So much for ... numbers.

94% – MEAN MACHINES
94% – MEGATECH
90% – MEGA
83 % – SEGA PRO

TENGEN

MEGA-CD TIPS

Bashing away at the buttons, defending Metro City, on this rock hard title is a real mother of a job! But — for those of you who don't have the luxury of a rapid-fire joypad — have **Mat Miller** and **Hardy** from Oldham got news for you! Go to the options screen and highlight EXIT. Press and Hold RIGHT, A, Button Start. Now choose to play on Easy. From now on [illegible] under your control [illegible] billities! Cool or what!



GAME GEAR TIPS

MORTAL KOMBAT

[illegible] but still worth knowing in spite of the limitations. **Anthony Cherry** from Chesham in Buckinghamshire reckons it's possible to lower any enemies. Select a one-player game and press left [illegible]

STREETS OF RAGE

Poor **Bobby Buck** just missed out on being credited for his Mortal Kombat cheat but has one for Streets of Rage to make up for it. For a level select and secret options screen select tune, eleven from the standard option screen and press buttons I and II simultaneously. Cor.

MASTER SYSTEM TIP

MORTAL KOMBAT

Mark Baillie, who's written in from East Kilbride in Glasgow, claims to have discovered a wonderful cheat for Master System *Mortal Kombat*. Well it's a cheat Mark, I'll give you that much. Should your chosen character be running out of time or being beaten to a pulp and all this with only one credit left to your name — press any button on control pad two. With the two-player match selected it is possible to choose another fighter, make mince-meat out of player-two's character and re-enter competition with the computer without losing a credit!

Master System owners rejoice! Two tips this month, albeit for the same game, things are surely looking up! It appears that **Grant Nicolaou** and **Adrian Stacey** from The Garage in Cornwall have discovered a glitch in Mortal Kombat on the Master System! When playing as Sonya execute her Square Wave punch, making sure that she's close to her opponent. Should they try to punch her she can fight from different levels from the ground. Grant and Adrian didn't explain exactly how this happens but conclude that it's possible to return to ground level by making Sonya jump. Stay away from that petrol boys — yer hear!

BRAIN EXPANDING

MIND BLOWING

ON SPECIAL PROMOTION

[illegible]

Adult's entertaining educational software from the London Zoo Series. The best in edutainment for ages 7 to adult

[illegible]

This 24-pin quiet matrix printer boasts the latest ergonomic design and user friendly features, plus fast sheet feeder

[illegible]

New improved colour graphics, higher quality sound and faster drive operation betters the popular original

[illegible]

I have seldom played a game as good as this one

It's a game every person should own

Games Master October 1992 9 3

[illegible]

So damn playable, it's scary ... one of the best games you can get " Original gun accessory in each game pack

Games Master November 1992 93%

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Brighton (0273 550639)

C... Computers, 30 Westbourne Road, Downend,
Bristol (0272 [illegible])

Dandelion, Unit 23/24, Chertsey Market Hall
Chertsey (0634 [illegible])

Platinum Personal Computers, 155 High Street, Rayleigh,
Essex (0268 770989)

[illegible] Computers, 2 & 8 Exeter Road,
Exmouth (0395 [illegible])

Bits 'N' Bytes, 8-12 Dial Lane, Ipswich (0473 [illegible])

Computer Plus, 4 Scarrots Lane, Newport,
Isle of Wight (0983 [illegible])

Computer Centre, 9 Oxon Street,
Marlow (0628 891022)

Owl Stop Beyond, 9/11 Bedford Street
Norwich (0603 [illegible])

[illegible] 2 The Centre,
Weston-Super-Mare (0934 [illegible])

MIDLANDS

[illegible] Computer Store, The Shopping Mall, Merryhill Centre,
Brierley Hill (0384 [illegible])

Camtronix Computers, Unit 25, Beaconsfield Plaza,
123 High Street, Cheltenham (0242 [illegible])

Grantham Computer Centre, 1 Nicholas House,
Guildhall Street, Grantham (0476 [illegible])

Software Superstore, 17 Market Square Arcade,
Hinckley (01455 [illegible])

Bits & Bytes, Unit 3, 56 Peters Lane,
Leicester (0533 [illegible])

T.M.S. Computer Software, 39a Station Road, Desborough,
Northants (0536 [illegible])

Centronics Computers, The Arcade,
Stourport [illegible]

Computer Computers, 8 Middlehopton Street,
Worcester (0905 [illegible])

NORTH

[illegible]
Addlestone-Lymm (06 [illegible])

[illegible]
Bourne-in-Furness (0229 [illegible])

Microsys, 25-29 Grange Road West,
[illegible] (0609 [illegible])

Bolton Computer Centre, 146-150 Chorley Old Road,
Bolton (0204 [illegible])

Software Superstore, Unit 23 Shopgate Centre, Middlewich Lane,
Bolton (0204 [illegible])

Computers Galore, 4 Corporation Street
Dewsbury (0924 [illegible])

Games 30 Southgate, Pontefract (0422 [illegible])

Printer Computer Shop, 16a Richardshaw Lane, Pudsey
Leeds (0532 [illegible])

Rams Megastore, 29/31 Sunderland Street,
Macclesfield (0625 [illegible])

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[illegible]

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D&A Computing, Wrights, Arcade, Frances Street,
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Handy Business and Computer Centre, 20 Commerce Street,
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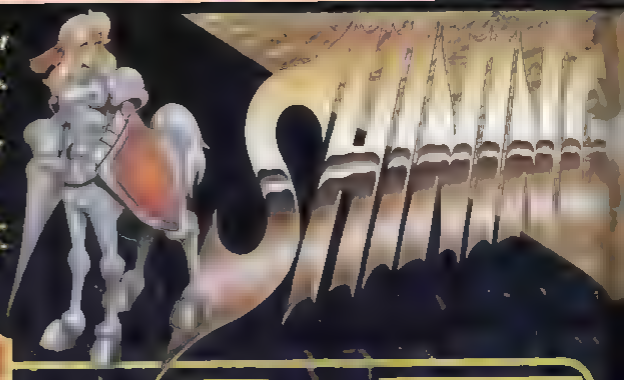
MCA Computing, 24 Mill Lane, Hockley
Chesyd (0244 [illegible])

Computability, 35 Bridge Street, Aldrow Wales (0495 [illegible])

Soft Centre, 29-30 The Parade, Cwmbran Town Centre
[illegible]

[illegible]
Swansea (0792 [illegible])

There is a land, named Guardiana, which is a haven of peace and justice, where knights train nobly and rulers rule wisely. But this precious place is threatened by its powerful neighbour, the kingdom of Runefaust. Under the influence of Darksol, a dark adviser, the King of Runefaust wages war on Guardiana. The only hope is the fulfilment of legend — a band of young adventurers called the Shining Force to stop the plans of Darksol.



MAN YOUR POSITIONS

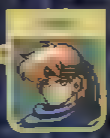
The fine game of Shining Force is grounded in long battle sequences. Your force will grow as you travel, eventually allowing a maximum of 12 characters to fight. Every time you reach a settlement you can change your fighting line-up according to the requirements of the next battlefield. When you go into the field, it's best to apply some sort of formation, to keep your attack in order:

VANGUARD

The forward of your party should consist of the strongest attackers, and those best able to defend themselves from the brunt of the enemy. The knights and warriors are excellent. Zylo and Ken are both great characters to lead with. The vanguard should form the bulk of your party.

FLANK

In certain instances, [illegible] the side is a useful tactic. Airborne characters are excellent in this position, as they can fly 'through' barriers and walls.

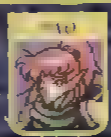


HAPS

Meaning the area behind the head. This is where you should be stationed, in a ready position to gain the valuable of experience of battle, but shielded by the vanguard. Archers should be positioned here, to fire over the heads of the enemy.

MAGIC USERS

The magic users are vulnerable and need the protection of the vanguard. However, their immense power should be brought forward in the latter part of a battle, to rout the enemy. Always enlist at least one healer.



REARGUARD

It's vital to have one strong character to protect the rear of the party from a flank attack. Bats are particularly adept at this.

SHINING SECRETS!

Prepare for some surprises. Only look at these hidden secrets of Shining Force if you can't be bothered exploring for yourself!

SWIMSUITS

There are special costumes for the female magic users. Search the cave in Bustoke quarry for Tao's revealing costume! Anri's piece is found beside the snipers in the battle of the Laser Eye.

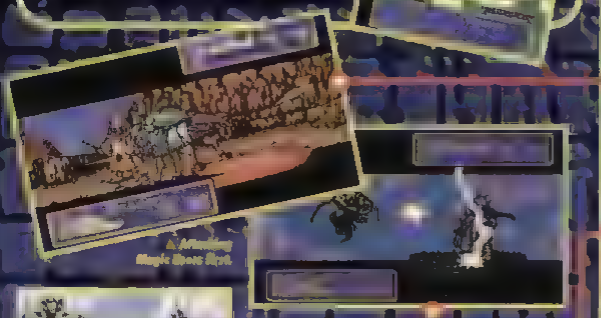
HIDDEN CHARACTERS

Several of the better characters are hard to locate. You'll probably find Domingo and Guntz (Poo) easily enough. But try reading the sign between the two doors in Promist to find the Shuriken Ryan Hunter, the Ninja, found hiding behind the bush with the yellow dot as you enter Kunghaust.

NAME CHANGE

To change the names of all characters. First name your character. Highlight the word 'end'. On controller two hold A,B,C and Start. On controller 1 press A,C and Start together. Now rename the entire cast!

▲ Search here in Anri the Swimsuit.



▲ Attacking Magic Users first.

RULES OF ENGAGEMENT

An invaluable series of battle tactics.

1. Every character should carry a healing seed into battle, if money allows.

2. Healing seeds should be used when a character's energy falls below half.

3. In battles where water separates you from enemies, use archers and spear-throwers to attack from a safe position.

4. Beware: enemies usually attack the weakest character in the vicinity, and always target your own characters!

5. Try to let your characters accept the final blow on an enemy to get extra experience points!

6. Use your forward characters as a wall. Enemies cannot pass through an unbroken line (even a diagonal).

7. Always attack first. Don't waste your party into a position where they can attack first.

8. Characters using missile weapons are unreliable against flying enemies.

9. Zylo is at his most effective when lurking in the woods!

10. Don't [illegible] ahead. Pause to regroup and take battles in stages.

11. Don't take on any more enemies at a time than is necessary. Many will hold back until you come within a certain distance to them.

12. On higher levels, Blaze attacks cover a wider area. Make sure your attacks get the widest coverage.

13. [illegible] on what players are using, and how much damage they are doing.

14. [illegible] ing non-magical characters, attack them first to prevent them using heal spells.

15. Save Blaze spells for undead enemies.

16. Sharpen your preemptives, with Ken first, then a Warrior, then a Magic User, then yourself.

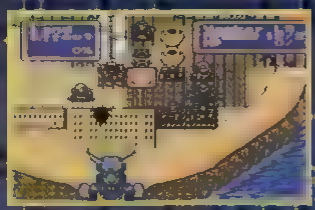
17. [illegible] space your characters diagonally, so only one is attacked at a time.

18. [illegible] weapons you find. And some weapons are only available in one place!

THE LAST FOUR LEVELS BATTLE HISTORY

CHAPTER 5

Two seperate battles are fought on the ship. Attack comes from four directions, so your forces should stay concentrated. In the second battle, the main threat comes from Shellfish and Conches, found at the bow of the ship. These have to be dealt with quickly, as new ones constantly appear until all are destroyed. The scene on the island is not difficult. Take a ship around all the islands that make up the town to find the route passed the buoys. You must ask the King's permission before leaving the island of Warol.

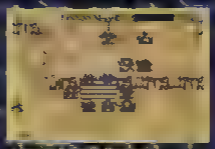


CHAPTER 6

You wake in the town of Rudo, where children rule. Look for Karin and Krin for details of the legend. Also look for Lyle in this area. Lyle becomes an invaluable member of the Shining Force, with his range and power. He should be promoted to use Artillery Shell and Buster Shot as soon as possible.

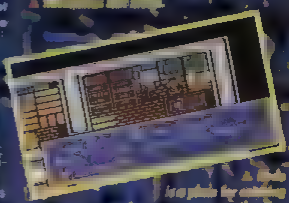
The first battle of this chapter looks deceptively easy — but there is a trap. Two sets of enemies: mages and Golems appear as you advance. Move forward in very tight fashion. In Dragonia first find Bleu, then go into the Headquarters then re-emerge into battle. The battle with Kane is quite straightforward.

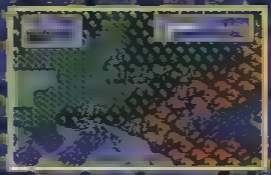
Return to Rudo and again seek out Krin

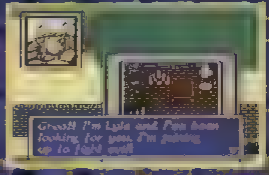


They will direct you to Mishaela's castle. You fight a battle on the way there. Beware of the Deliels. They are very mobile creatures who can cross mountains and their bolt spells cover a large area. Missile weapons are not much use against them.

Mishaela awaits on a large area. Her minions take a heavy toll, and his position also limits from melee winning difficult. You should equip at least two knights with missile weapons, as well as an archer. Avoid grouping your forces together, as her magic has a massive area. To the right of her throne you'll find the White Ring. This object contains a powerful Cure spell, with several charges. The other items are cursed.







THE ONLY PLACE ON EARTH FOR GAMES THIS CHRISTMAS.

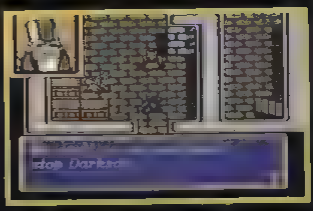
(COME ALL YE FAITHFUL)

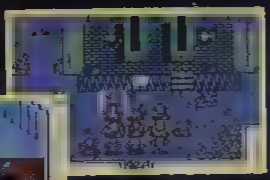
CHAPTER 7

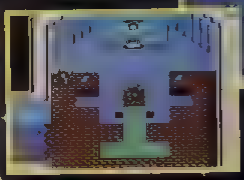
THE LOST CIVILISATION

You arrive in Prompt, and are promptly imprisoned! But after being released go back and talk to the King. he will let you leave for the Tower of Ancients. At the tower you encounter a new danger — Torch Eyes. These laser weapons will inflict up to 25 points of damage, even on defended characters. It's important to concentrate on them. Using Lyle, you can attack the Torch Eyes from out of reach on the level below.

Do not equip the Devil Lance you find, but storming the Tower liberates two new characters, Alef and Torasu. Their magical powers are more advanced than either Lewa or Tao. Head back to Prompt and collect the Sword of Darkness, then go downstairs to the repaired Shining Path. Use the Orb of Light to open the path.







▲ Robotic opponents require new battle tactics.

◀ The quest for the Swordmaster.

▲ Royal disbelief leads to a brief imprisonment in Prompt.

Once you step through the Shining Path, use the Orb of Light on the eye symbol. Now battle with the robot forces begins. Beware of being outflanked in this encounter by the three jets that attack from the right hand side. Tackle these first in an ordered retreat, then use Blaze spells on groups of robot attackers.

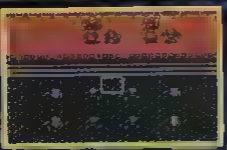
Go up and unlock Swords of Light and Darkness to reveal the Chaos Breaker. Remember to equip this amazing weapon! Head back to Prompt and then to Rumbaque.

CHAPTER 8

RISE OF THE ANCIENT CASTLE

PART 1

Use your time in Runefaust town to prepare for the final battle. Choose your strongest characters. First, send a weak character to collect the items in the two chests located bottom right. Now, conduct an attack on the left flank, bypassing the blue dragons and horsemen. From a position level with matrix of pillars, you should turn the attack 90 degrees, and sweep along the length of the dragons and horsemen.



▲ The golden treasure chest.

Now a nasty surprise. The pillars turn into reborn. Send magic in first, as your weak magic users are found to be defeated in this battle. Use your slim initiative to [illegible] as many Torch Eyes as possible (steal claws early).

◀ The two passages in the final chamber. Don't be tempted!

PART 2

[illegible] ing to be transported there.

The first battle of the Castle is a major headache. Chimaeras and dragons swoop down to attack. A cunning plan is to entice them into the centre of your party by pressing a reserve down to your own character. He should sustain a single attack only, and the rest of the party can surround the beast. However, Gort and Luke are especially impotent against Chimaeras. In this battle, many enemies won't attack until you reach certain point.

The next battle is [illegible] headless zombies, then the [illegible] new centaur and wood path. This is a tough battle for Lyle, [illegible] the left hand side, or risk running into a hell dragon [illegible] course, an all sides attacks needed to [illegible] Dark Dragon, switch to game — using the break option. Tackle the end heads first, as the middle one has a special Dragon Breath attack. Each takes 200 points of damage. Place a weak character on the skeleton squares to prevent them reappearing.

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SEGA

MAGAZINE

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F-117 NIGHT STORM

PRICE: £49.99
BY: EA
RELEASE: DECEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS:1
RESPONSIVENESS: SLOW
GAME DIFFICULTY: HARD

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ORIGIN
Night Storm is a flight sim of the Stealth Fighter / Bomber. The presentation is similar to EA's F22.

HOW TO CONTROL
The D-pad controls the plane's flying movements. Pilots toggle between normal joystick control, where up pushes the nose down, or vice versa

CHANGE WEAPONS
FIRE WEAPONS
FIRE CANNON
FOR MACHINERY ENTHUSIASTS

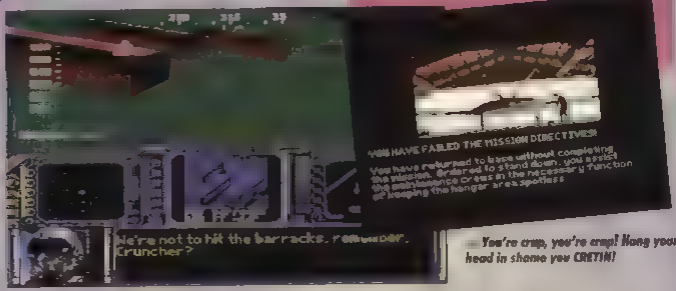
HOW TO PLAY
Complete each of 30 short missions by destroying the designated targets, and staying in one piece.

All around the world people think they can do as they please You wouldn't have got that in the days of Ronnie and Maggie That was a time when little countries spoke when they were spoken to, and not before. Now, war, genocide and lippy waiters seem to be a ingrained feature of going abroad

But Americans (who are very touchy about poor restaurant service) are ready to take action They've spent billions developing the Stealth bomber, and it's updated fighter/bomber cousin the F117 With its radar invisibility, the Americans can show the world that they're willing to add power to their convictions And also trash things and escape before being identified (tee hee)

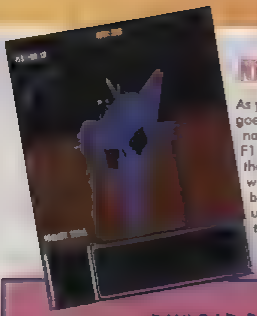
MINI BRIEFS

The format of F117 is geared towards fast, arcade play and not involved flight sim action This makes it more like EA's F22 rather than LHX Before each mission, the Squadron Commander gives you a background to the conflict and an overview of the targets There's no need to take off or land, as the missions commence a short distance from the target area



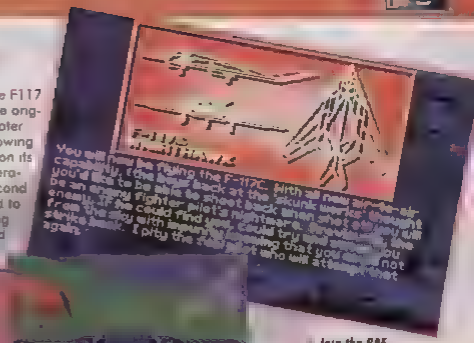
You're crap, you're crap! Hang your head in shame you CRETIN!

KEEP THIS FREQUENCY CLEAR



NEW MODEL AIRCRAFT

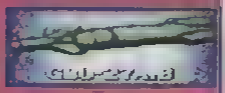
As you play through the missions, the F117 goes through a series of updates. The original F117 becomes the F117A and later F117C. The first improvement is allowing the craft to carry air-to-air missiles on its wingtips. Previously you were vulnerable to a surprise air attack. The second update expands the bomb payload to take another two missiles, allowing longer missions with more ground targets.



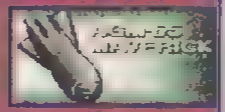
Join the RAF meet lots of new people and KILL THEM!

PAYLOAD PAYBACK

PAVEWAY III



MAVERICK



20 MM GATLING GUN

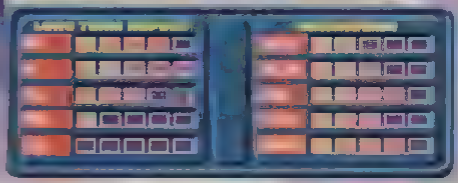
SIDEWINDER

The AIM-9P is a smaller version of the M-Sidewinder. This is the definitive close in air-to-air weapon. Take two they're small.

COMMENT

I thought the harsh words that the rest of the MMS boys were directing at F117 were just because they aren't usually that keen on this type of game. I, on the other hand, previously was into flight sims, especially the EA ones like F22 and LHX Attack Chopper, so I expected to be defending the game. But after a solid weekend of tortuous playing I find that it's all sadly too true. This is a very annoying game. The main problem is that everything is sooo sloowww, and the control response is so bad it makes you wonder who's been pouring treacle into your joypad. Even the simple but essential action of selecting a target is fraught with frustration. When you're toggling through the targets the computer never selects the one you want first time, even if it's the nearest one to you, and it's right in the centre of the windshield. To make matters worse, the target display updates always lags about a second behind your key presses so you have to take everything equally slowly. Other transgressions against the Laws Of Good Game Production include a very scantily-written manual which skips details which would have beginners mystified. And let's not forget the fact that the missions are mostly very similar bombing runs which are so simple that the only difficulty I encountered was wrestling with those damn controls. Bah! Rubbish.

PAUL G



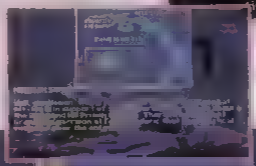
COMMENT

GUS

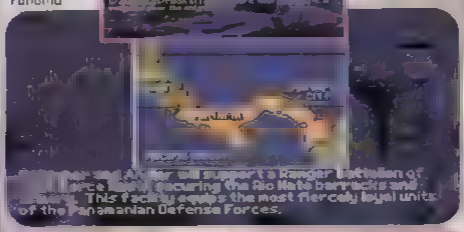
What goes around comes around. In EA's case, everything they do gets a further update. F117 certainly looks and plays quite like UMS Attack Chopper and F22 Interceptor, but I'm dismayed to find it's inferior to both. The graphics engine looks quite dated, with hardly any detail to the landscape, and it seems even slower than previous games. The handling of the F117 is quite poor, and I'm astonished that there's no way to alter the plane's speed! Problems with targeting make this trickier to control than the average EA game. However, things buck up after the first few tedious missions are out of the way. Some of the dogfighting action is quite fun, and the scenarios are interesting. However, enjoying F117 requires squeezing it of every last drop of playability, and turning a blind eye to the game's obvious weaknesses.

POLITICAL SITUATIONS

When picking missions, EA didn't beat around the bush. In the missions up to 1993, they chose recognisable global situations. The first action for the F117 takes place in Grenada. Then comes the Noriega incident in Panama.



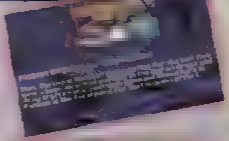
Do you want to come for a swim little F117?


Once they [illegible] support a Ranger Battalion of [illegible] Force [illegible] securing the Rio Hato barracks and [illegible]. This facility houses the most fiercely loyal units of the Panamanian Defense Forces.

WHAT'S ON TV

As with previous sims, there's a veritable panorama of views. The most interesting are the missile views. Certain missiles must be steered into their targets. Since many of the missions take place at night, you might prefer to view in infra-red or night vision. Four different magnifications are also offered.

Further short missions cover American policy issues like Bosnia — actions for the UN Peace accord, and drugs barons in Peru. This adds up to a wide range of mission types and enemy hardware. A strange mystery persists throughout the game about a plane that appears out of nowhere.



Action ahoy in this action packed shot — yeh, and I'm a plastic fairy!

▼ Right, go and shoot lots of innocent people— it's for their own good!

The first [illegible] took out [illegible] Valley. In fact, you may remember this [illegible] incident that occurred in April of '92, involving one of our unarmed C-130s and a Peruvian Su-15.

PRESENTATION 80

▲ Nice scenarios and presentational graphics, lots of plane views, and an arcade mode.
▼ The range of options is more limited than usual, and the control set-up is poor.

GRAPHICS 72

▲ The on-board cameras on missiles are clever.
▼ The graphics are distinctly unimpressive, when both moving and static. Low detail and infrequent update of the 3D.

SOUND 70

▲ Military music on the briefings screens, and reasonable plane and speech effects.
▼ Not much variety in the sonics throughout the game.

PLAYABILITY 73

▲ Controls are kept to a bare minimum. Some of the later missions are quite involved.
▼ F117 doesn't have as much action as it should. Bombing is the dullest department in the universe (after catering).

LASTABILITY 70

▲ Thirty odd missions, and some of them have strict time restrictions.
▼ The missions are simple, making F117 rather too easy to wing through.

OVERALL 72

Some meaty nuggets of air combat action, and a few good game ideas, but the EA flying team needs a major overhaul, not just an annual update.

MANGA EXPLODES ONTO THE BIG SCREEN
Nationality...Unknown
Age.....Unknown
Name.....Unknown
Codename.....GOLGO 13
U.S.A
The Professional
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A Manga Entertainment Presentation
MANGA
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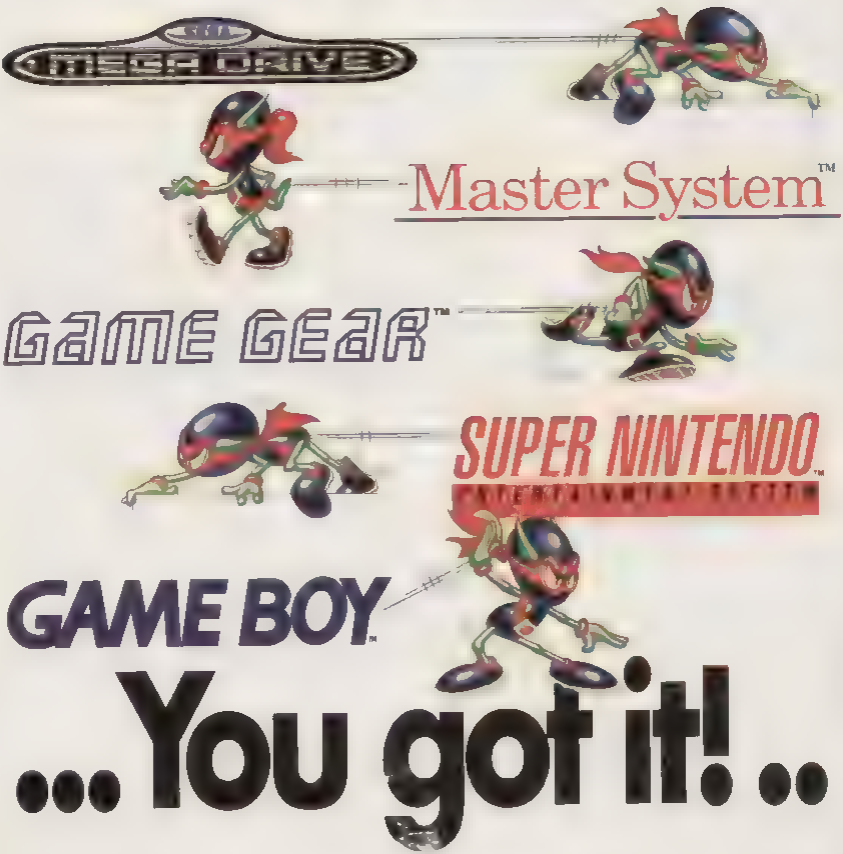

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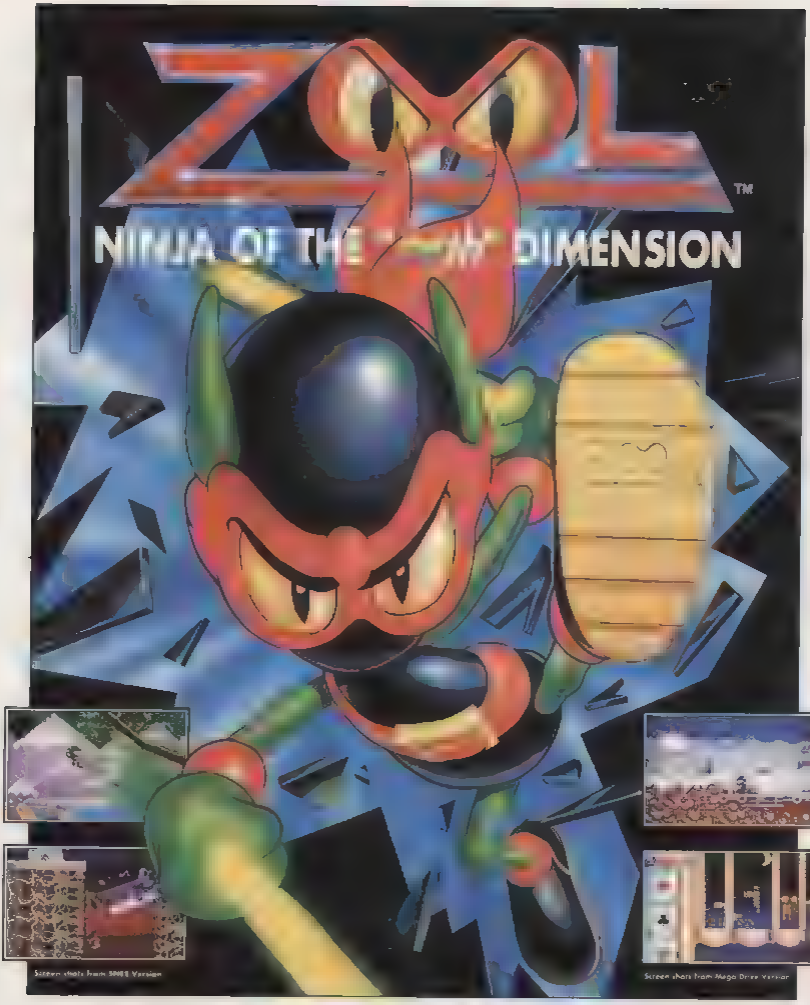

Once a year a game appears that is so far ahead of the rest of the field it's almost out of the box right before the competition has even started. A game so varied, so dynamic, so big, so colourful, so fast, so absolutely fantastic that everyone just looks at it and says "This Is It". This year Zool The Ninja From The ***"Nth"*** Dimension is definitely it!

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BY EA

RELEASE JANUARY

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
DIFFICULTY: MED
GAME DIFFICULTY: EASY

COMPLETE GAME: 1

This is a direct sequel to Lotus Turbo Challenge, released early on this year on Megadrive.

The D-pad is used for steering, and also for gear changes.

- Brake
- Accelerate
- Up Transmission
- Down

HOW TO PLAY

In mode 1 the object is to win the race. In the time trial mode, stages must be completed within a time limit. Speed is the key.

Welcome to a very special edition of Top Steer, devoted to that working man's ideal of the performance sports car, the Lotus Esprit Turbo. The pin-up that hangs above every adolescent male's bed the starry-eyed dream of Essex Man, that obligatory symbol of status that comes in every available colour, as long as its red

Plush in the interior, with every conceivable extra, and leather seats you could melt into the Esprit is as cuddly as a kitten, with the heart of a tiger Supplying 364 brake horsepower, with a satisfyingly illegal max speed of 140 mph, the Esprit is a car that demands respect. A thought made all the more sobering with a pouncing 0-60mph performed in 4 7 seconds With that sort of power, you have to be the sort of person who either lives life on the edge, or has a good understanding with the local magistrate. Let s take it for a spin

▲ Not the Esprit's interior in Southampton, any art.

LOTUS

Unfortunately for Lotus II,

LUCY

IT'S A DRAG

Breaking the speed fun on your own but on the other some other good people can be the while it can't be often that two Esprits are on the but this lets you play head-to-head game This mode is played over a horizontally split screen In the time option, both are aiming to qualify separately

TIME GENTLEMEN,

There are two play modes. In the first you're rac ing against 20 other drivers. The tournament is grouped into seven races, with a Championsh-p table comprising of the leading drivers. Points are awarded according to finishing position. In this mode, the game can end prematurely if you run out of petrol. Cars have the option to refuel in the pits between each checkpoint.

In mode two the enemy is the clock. Each race is split into stages, with a time limit for each. Players have no petrol limit, but it's game over if you fail to make the checkpoint banner. For both modes there's a choice of circuit or linear courses.

OSTENTATIOUS MAESTRO

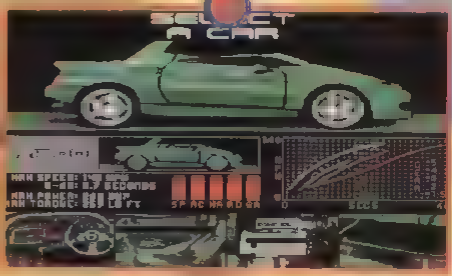
Lotus pre sents a choice of four soundtracks. Before each race a dash board w th in-car CD stereo is shown, and you pick the music using the deck's controls. Not much unlike the novelty shown n Core's Jaguar XJ220 methinks.

THE SHINING PATH

The main new feature of Lotus II is the course constructor. Somewhat unusual, this is done on a screen full of sliders. Rather than direct the course of the road, you select the frequency of bends, cars, and roadside objects. Road conditions are picked from a menu of icons. Each course has a pass-code. These or random codes may be strung together into a fully-fledged Championsh p.

THINK OF THE LEGROOM

There are three cars, the Esprit Turbo, E on and the open-topped M200. The Esprit is the most brutal powered, with the best speed and engine performance. The other cars exhibit a more refined driving experience.



Gus

I'm not sure how many revisions this original has undergone, but the latest version is there, with the graphics now smoothed, there are more courses and more driving conditions. However, two things mar the good work. The on-screen concept is beginning to look a little dated, with young upstarts like Domark's F1 giving a better impression of speed. Secondly, the racing just doesn't seem as good. Most of the courses end in cruising as driving along the A1 (with massive traffic to match). With the variable makeable "championship" option, it feels like the default courses have been randomly selected and the engine was designed by Nothing memorable here at all.

WEATHER WEARY

Like the original, the 13 stages are marked with different dual terrains or weather conditions. Terrains range from desert and marsh to wood and city. These affect the handling of the car for example, sandy courses make for poor cornering and also affect your driving judgment, you won't be able to drive at max round the narrow country lanes or in roadworks. Remember kill your speed, not a horse.

Weather conditions have a more direct effect on your driving. Vision and handling are affected radically by the following:

SNOW

Falling snow affects your view, and ground snow makes handling very tricky.

RAIN

Rain obscures the track and braking distances are affected.

FOG

Vision is also badly affected by heavy mist.

PRESENTATION 86

▲ Lots of options, and nicely presented. Pics of the cars are really impressive.

▼ The customise option is not fully fledged.

GRAPHICS 72

▲ Fast movement for one player. Nice car sprites, and some nice scenery ideas.

▼ Some of the backgrounds look pretty scrappy, and the game lacks visual excitement.

SOUND 75

▲ The four tracks cover a range of musical styles, from rock to techno.

▼ The engine noise is very poor: we are driving a Lotus, kids!

PLAYABILITY 74

▲ Pleasant enough to play, though the main enjoyment is two-player time trial mode.

▼ Racing randomised courses doesn't seem much fun. Infinite variety isn't confirm choice.

LASTABILITY 67

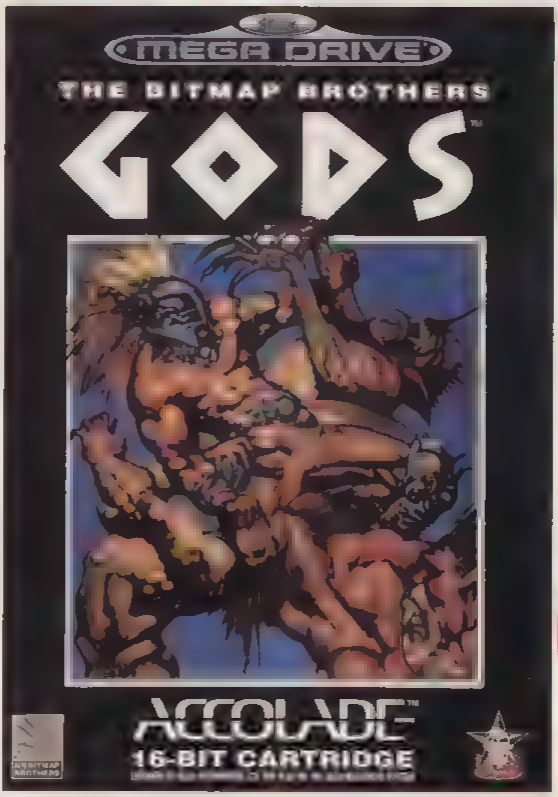
▲ The randomised option offers months of new courses, at all levels of difficulty.

▼ Once the profile has been worked out, even the hardest tracks proves easy.

OVERALL 73

A distinctly underwhelming sequel. Technically it's not too bad, but the soul of this breed of a car is missing from Lotus II.

RENT GODS



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VIKING

PUBLISHED

CONTROL: JOY PAD
SHELL LEVELS
PASSWORDS
GAME DIFFICULTY
MEMORY

LEVEL 12

Converted from the
The Lost Vikings was
developed in games
Lemmings and

The D-pad moves the
around the platform
and also selects
objects and

Book the suit on web
ing enemies and

Sitting on our little round world knows what lies beyond the stars? A few hundred years ago, people huddled in peat huts, scared to go to the shops, scared to travel out at night, but far too [illegible] to set foot on a boat. Apart from the Vikings, of course. They thought nothing of setting out without map and compass, in the off chance of a good pillage.

So when three of this hardy race were whipped up by a passing space freighter, they were just the sort of resourceful chaps to escape through a time loop and find their way back to their quiet Nordic village.

These three lost Vikings luckily kept their weapons beside them as they slept, and it's these primitive implements that serve to surmount every obstacle and the voyage home.

THE LOST VI

MEET THE VIKINGS

The three lost Scandinavians are best pals, and physically different from each other. This is useful, as it allows them both to cooperate and complement each other. The profile of the stars gives you some clues.

OLAF THE STOUT

Olaf is the slowest character (who knows, maybe the dumbest), but has a vital role to play. By virtue of his shield he carries. With little can [illegible] through this [illegible]den ally, and [illegible] activities of [illegible]er two. If he's a surprising [illegible]ecovery use as a glider and [illegible] works as a platform for Eric.

BALEOG THE FIERCE

Baleog is the [illegible]mpany's [illegible]. He carries a [illegible]ow, useful for [illegible] attacks, and a sword for close-quarters fighting. However, his physical attributes are weak. The sword may be used as a hacking tool.

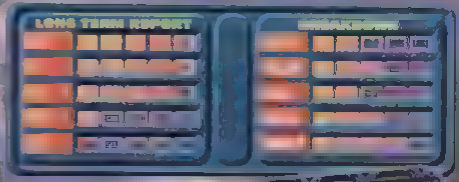
ERIC THE SWIFT

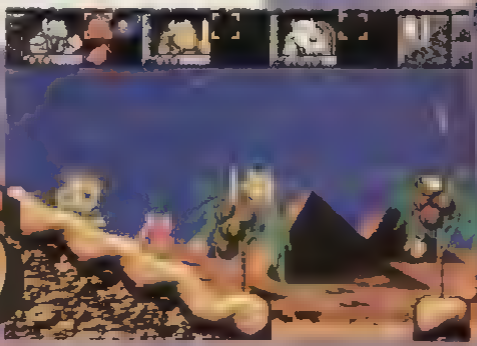
Eric has a [illegible] of shock-[illegible]red hair. He [illegible]nt matchsticks, [illegible] easily. The Vikings [illegible]est to take off [illegible] Eric's main asset is [illegible]ical agility. [illegible] has speed, jumping abilities and a special charge attack.

KINGS

ONE FOR ALL

Try to consider the three Vikings as one even though you only control one at a time. If you invoke the two-player option (or three if you have a Sega Tap), each of you takes one Viking at the same time. However, all must make it to the exit before you can proceed to the next level. If you lose one of the company, you may retry as much as you like, but the Viking start to make barbed comments if they keep repeating the same levels.

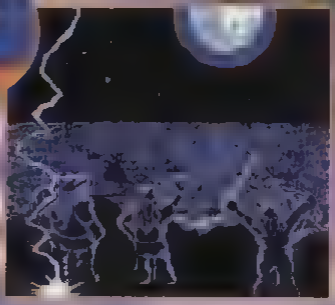




▲ For the last time, women ain't no good at pillaging now where's my dinner?

KEEP OBJECTIVE

There are some objects scattered about the play area which come in handy. Apples and steaks replace lost energy (each Viking takes up to three hits). The X symbol is a powerful smart bomb that wipes out troublesome enemies. The bomb has a similar effect against landscape objects.



COMMENT

GUS

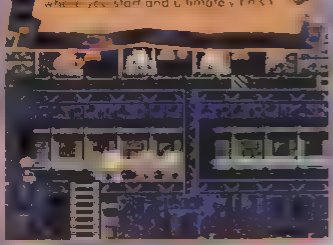
I changed my mind several times over Lost Vikings, but one thing is beyond doubt, it's a quality game. It's one of that rare breed, a real arcade adventure. Normally that means a platform game with a few knobs on, but this game really does force you to think. When it's at its best, you're scratching your head looking for the solution to a level, knowing it's totally logical and just within reach... but you don't have a scooby! However, there are lulls in the game, particularly early on, when it appears laborious and time-consuming. Also, once a level is solved, you have the password and no urge to play it again. With this in mind, I don't think the forty levels are going to last as long as it might appear. Many Megadrive owners won't be attracted to these screenshots, and in many instances I don't blame them, but the game looks alright when it's being played. Overall, I think Lost Vikings is endearing and well worth the effort, tailor-made for those who like their mind games with action as a side order.

THE TIME TUNNEL

Time covers a multitude of sins, and in the game a variety of baddies, background scenery and levels. So let's have a gander at what sort of terrain you're likely to find yourself in for.

SPACESHIP

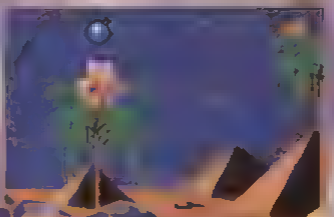
Fully automated space cruiser, including robot guards, lifts between floors and a central computer that needs to be knocked out. The spaceship is where you start and ultimately finish.



EGYPT

You'll want your mummy here! It's a pharaonic hostile place with spitting scorpions, mad guards of the pyramids, fire-spitting tombs and lots of palm trees to negotiate (coconuts in Egypt? You've and learn). The inside of the tombs are crackling traps... [illegible]

Slip Eric and Baleog down the ladder as Olaf shields off the attack.



PREHISTORIA

It's prehysterical! A sorts of primordial malarkey like giant snails, dino type lizards and a strange rolling species that must have become extinct. There's a mixture of bubbling swampland and cyber grassy levels, and trees linked by open bridges.

PAUL

The effort devoted to the design of this witty cart results in something that has a broad appeal. However there are certain elements that are particularly frustrating if not utterly stupid. These problems arise in the latter part of the adventure where the tasks expected of the Vikings inevitably become more trying. As all Vikings are required to reach the exit gate before a level is considered complete one fatality means the entire level requires working through all over again – tsch! Ultimately this tarnishes the excitement a bit so Virgin ought to thank their lucky navigational constellations that the overall presentation of the game is so damn good! The necessity to maximise Eric, Olaf and Baleog's individual talents provides for some very satisfying hours of play. Lost Vikings is highly recommended, but don't say I didn't warn you!

PRESENTATION 85

▲ Two-player option is a [illegible] one Vikings-on-one is a good idea. The two-player and character selection are well implemented.

[illegible] 83

▲ The characters are great: stompy, hairy and well animated. Completely the game is consistent throughout.
▼ It looks quite dark, with no exciting features or effects to surprise.

[illegible] 68

▲ The music changes to suit the era.
▼ It's a shame the sound FX are barely audible as some dunking samples would add atmosphere.

[illegible]ITY 85

▲ The game is a good mix of thinking and acting. Puzzles are very logical.
▼ Confusing levels, and moving everyone along is sometimes a chore.

LASTABILITY 80

▲ The levels are so well-done, with some excellent secrets in the later three areas.
▼ Levels never have to be repeated. Nothing comes across as strikingly hard.

OVERALL 84

Lost Vikings is a neat game, with lots to it. A lovely levels, a lovely puzzles, a lovely sound-play and definitely a lovely, lovely fun.

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CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 1
PASSWORDS: ONCE
GAME DIFFICULTY: EASY

64,000

An oversized platform, slicing, elements of games like Rastan and Rick Dangerous.

D-pad works in standard platform and is also used to select potions after pressing Start.

A USE MAGIC
B WEAPON
C JUMP
START PAUSE

HOW TO PLAY

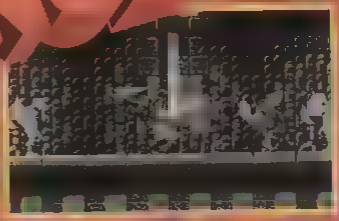
Walk from level beginning to end. Slash and slash again.

Thankee the stors, brave knight, that you do not live in the days of mattlevol yore. Whilst a privy was but a hole in the castle wall, and more than likely there was an assassin lurking there with a rusty poleaxe, it was also the time when adventurers swung mighty blades and healing Serdine or elastoplast to cover their wounds. But it was nonetheless an atmospheric age.

That sense atmospheric

occasional toothless old hag. Hey nanny nanny

BLADES OF VENGEANCE



LUCY

On leaving here, it's Ricky Woods, that rather sad Amiga jaunt converted onto the Megadrive last year. Oh no it's not it's not, it's Blades of Vengeance and it's even worse! I really can't understand why software companies put games like this out — they're not and never will be worth the £40+ asking price. Horrible, flat Amiga-esque graphics combine with totally inappropriate music, crap sound effects and utterly dull bash 'n' slash gameplay which only marginally improves as you progress. But let's face it, who'd want to progress or even start? Not me that's for sure and neither will anyone else if they've got any sense.

TAKING A SLASH

Swordplay (or magic shenanigans) is the basis of Blades of Vengeance. [illegible] creatures with a sword. As the levels progress, the creatures become meaner and their tactics become more devious. There are also the threat of enemies ambushing you from nowhere. Here are some types:

FIRE DEMON

HARPY

CHEST EXPANDERS

Throughout the landscape, someone has seen fit to leave

INCANT

HELLHOUND

SKELETON

GUS

In some ways, Blades of Vengeance could have been quite successful. But it seems to miss the mark, and quite badly. The hack n' slash action is no more advanced than that of Rastan, and the game suffers from being too much like Shadow of the Beast and Risky Woods. The magical element is almost negated because the spells last for such a short time. But the main weakness is not originality. It's the complete lack of excitement experienced when playing this game. All the enemies work on the most basic of attack patterns. By parrying at the right moment you can kill any creature. It's predictable from sprite one to the end boss. The graphics are bland, the sound effects notably poor, and the gameplay archaic. I'd rather have a session on the rock.

PRESENTATION 61

▲ Switching meter skill effects immediate each level. A choice of shoot-'em.

▼ No skill levels, or options and the presentation is mostly bad.

GRAPHICS 67

▲ Some nice use of colour for some background elements, and the characters look okay.

▼ Sparse and repetitive and wholly uncreative enemies to boot.

SOUND 53

▼ Really weak, even bizarre sound FX. Screeching fireballs and unlikely bottle sounds. And the music is utterly inappropriate.

PLAYABILITY 60

▲ Playing through the levels is initially fine, as you work out the spells and secret rooms.

▼ In a short while the predictable nature of the game becomes patently obvious.

LASTABILITY 52

▼ Blades of Vengeance shouldn't take too long to complete, despite having no continues. It will become tedious even before that day.

OVERALL 53

A poor hack and slash, let down by its lack of original ideas and attention to gameplay. The programmers were willing, but the result is weak.

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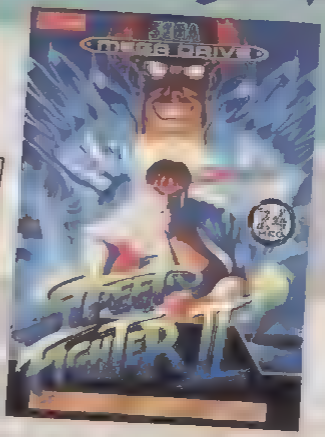

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SKILL LEVEL: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

26,000

ORIGIN

Masters of Combat is a Street Fighter rip-off, with special moves, a versus mode and bonus rounds.

HOW TO CONTROL

The joypad works in conjunction with the buttons for special combat moves.

1 Punch

2 Kick

Pause

HOW TO PLAY

Beat each opponent into submission in two separate rounds against the clock.

MEGA GAME

MUTANT VILLIANS

...ing over, and landing ...ref for from the city. City ...investigators worked out ...the telemetry of the UFO ...landing ...they get ...here... nothing. ...Attention waned and ...the mystery was forgotten.

City mayor announced a contest to find ...

...the gym. But little did they know, that not previously ...encounter hundred pound ...opponents and dastardly super opponents: the Masters of Combat!

...opponents on contact. These ...ure moving men ...layed through an approximation of the blow ...ap ...ly.

HAYATE

...has some even ...more special ...moves:

Hayate rushes across the play-field while drawing his sharp and curvy sword. Does about 25% damage.

This crazy rush is a hail of kicks that decks most opponents immediately. Does 25% damage.

GONZALES

Okay, he's circumferentially challenged, but ...fat is not a block to being a combat master ... Gonzales is probably the most versatile character ...

Looking strangely like Ryu's move, this jumping punch with 360 degree turn is just as poetic to see in motion. Around 20% damage.

This incredible feat of athleticism allows Gonzales to soar across the screen with a two-footed chest-aimed clothesline. 15% damage.

SCIMITAR SLASH

DRAGON PUNCH

FLURRY KICK

FLYING BODYKICK

GUS

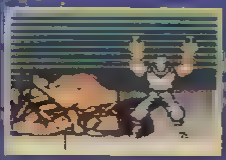
Superb! I bet Master System owners had given up hope on a decent Street Fighter clone for their system. Having had rubbish like Pitfighter in the past, we were almost convinced it 'couldn't be done' But with Masters of Combat it has The graphics are brilliant. They may look indistinct as screenshots, but each of the characters looks great, and the animation is really quite stunning in places. What makes the game look good is the imaginative and vast range of moves: all manner of kicks, throws and mystical attacks. It also benefits from being really fast, and having computer opponents you can respect (and fear!). An unequivocal megagame.

LONG TERM REPORT

BREAKDOWN

PAUL

Not only is Masters of Combat addictive but it is visually exciting too which is incredible, considering its 8-bit format. No doubt it is difficult to design a set of characters that drive the imagination to any extent in such an over-crowded scene, but the quartet presented here have their own powerful identities. In fact it's a tough decision choosing which fighter to master first! There are so many moves and combinations to perfect within this game that it is likely to take an age before owners become tired of the cart.; even more so considering the computer opponents' deviousness and guile — they are not beaten easily! The control method seems odd at first but only because it differs from the current 'standard' Mortal Kombat is weak in comparison. Buy this!



◀ Joysticks get held all sideways!

PRESENTATION **80**

▲ A two-player option is the most important feature, allowing you to pit your chosen character against your friend's in a head to head.
▼ Only three difficulty levels.

GRAPHICS **87**

▲ Great fighter animation, and fighting moves that are interesting to watch.
▼ The backgrounds are sometimes too detailed to let the fighters stand out.

SOUND **82**

▲ As good music as you can squeeze out of the miserable MS chip.
▼ It's a pity that no one tried some sampled grunts of agony.

PLAYABILITY **92**

▲ Mega playability! The game plays really speedily and the range of moves offers real strategic choice. The game has a great feel.

LASTABILITY **88**

▲ This is one game you'll be working out combos for. The two-player mode is timeless.
▼ The only weakness is the one-on-one four characters.

OVERALL **90**

For those desperate for a good combat game, this is a superlative addition to the Master System's one-on-one stable.

HIGHVOLTMAN

Baleen is edifying in action. He owes to his physical build with electrical attacks that regularly stun his opponent.

POWERED FIST

This charged fist does incredible damage, but opponents have to be very close to be in range. Up to 30% damage.

ELECTRICAL DISCHARGE

Useful as a long distance attack, a swirl wave of power travels across the screen at a low level. Only does around 10% damage.

WINGBERGER

Certainly the dottiest and weirdest of the characters. With balsa wood wings and lots of flying moves, he's away with the birds. Some interesting attacks, though.

SPARROW SOMERSAULT KICK

When this works Wingberger cavorts around the screen, giving a good kicking to most things. Maximum 20% damage.

ENERGY BOLT

This attack is so intense it knocks the sender off his feet. However, it's the strongest long range attack in the game. 30%

1-2 PLAYERS

TIME

SCORE

SUPPORT

CONTROLS: JOY PAD
CONTINUES: 2,4 OR 9
SKILL LEVELS: 3
[illegible]
GAME DIFFICULTY: [illegible]

1ST DAY SCORE
165000

The game is based upon characters created by Tom Mason for Malibu Comics.

HOW TO CONTROL

The d-pad controls the characters in left/right platform fashion, with up and down used to aim the dinosaurs' fire-arms.

Fire

Jump/Swim

Run

Start: Not pressed the game

HOW TO PLAY

Lead one or two dinosaurs (for hire) over and around platforms through five stages of blasting action.

Few would argue with an angry dinosaur — none would provoke a dinosaur who's carrying a gun! So who on earth is challenging not one but three of these creatures from the dawn of time, seemingly intent on hurrying the eve of destruction? Surely the last thing the world needs is a cash supplier to invoke the resistance of some elephant-gun-toting dinosaurs for hire?

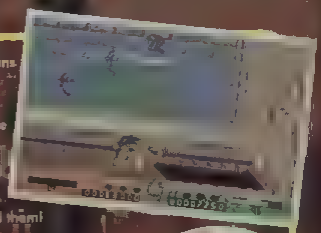
Well, oddly enough, these mad Mesozoic-mercs are on our side. They are furious because of a whacked-out scientist's plans to eradicate the entire human race! To prevent retaliation he's bio-engineered the most enormous dinosaurs earth has ever seen and stationed them as guardians of crucial locations in his evil empire.

Only the dinosaurs can stand a hope of challenging these monsters and surviving but — owing to brains the size of walnuts — they require the direction of two human beings to do so. This cumbersome combo of the year's most unlikely heroes await your command!

TOM MAS
DINOS
FOR L

FOSSIL FATIGUE

Handling the guns carried by the dinos requires phenomenal strength because they all kick like a T-Rex! When operating on full power only the Dinosaurs for Hire can control them!



SON'S SAURS FOR HIRE

COMMENT

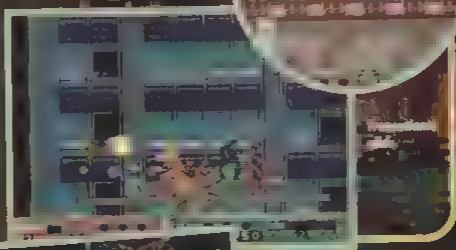
PAUL

Sega's own titles are maintaining an extraordinarily high standard of late so it's a bit upsetting to see them make a bit of a bodge of this one. It's a tough game generally though there are occasions when problems facing a player aren't really tricky but downright unfair! For example two players guiding their dinos up a vertically-scrolling screen find being left behind means a forfeit of energy. Also they cannot fall more than three inches without falling off the screen and losing a life! This means two-player games generally result in arguments. It's sad really because the dinosaurs themselves know some cool moves, the bosses are huge and pretty entertaining too if a little easy to outwit. The general consensus around the office is that somebody presented the programming team with some excellent ideas which they promptly went off and made a hash of! As a temporary answer to cure a blast freak's itch Dinosaurs for Hire fits the bill but it's far from being a high class product.

DINOSAUR

THAT SMARTS!

In times when troubles faced by the dinosaurs escalate to a size even their vast proportions can't handle they needn't worry too much as each member of the team embarks on their mission they're equipped with a special weapon of unknown affection-ately called the 'Nuclear Holocaust'. A portable and devastating brand of high explosive, these smart bombs wipe out every enemy in sight and bribe the biggest bosses good!



▲ Mess over King Kong, Fay Wray's back with a vengeance!

COMMENT

LUCY

Bit of a silly concept from the start this one methinks — huge dinosaurs running around with bazookas and the like but since Sega have done it, they could have done it better. It's not bad as far as it goes — as long as you don't mind mindless and pretty uninspired blast 'em ups that is, but the graphics are drab when they should be bright, the gameplay is mediocre and unoriginal when it should have been good and the two-player mode is appalling since one or the other of you is always getting left behind through no fault of your own. Not terrible but well worth giving a miss.

THANKS TO...

...George Bray at ICE Distribution for the loan of this cart. George is a bit of a dinosaur himself, though he isn't for hire. However this is no hoax, and last rule, so if you're interested in George or indeed anything the he-en offer at his shop his exact number is (0302) 340079.

PRESENTATION

68

▲ Profiles on each dinosaur are available and are quite amusing.

▼ Elsewhere it's the same old title-screen/ option-screen/ demo scenario seen a million times before.

GRAPHICS

81

▲ Each dinosaur has its own character through use of detail and clever animation.

▼ The colour-scheme is dull throughout. Most enemy sprites are either very tiny or scratchy and ugly.

SOUND

84

▲ There are some nice blasting effects and the dinosaurs' grunts sound wicked! The music goes down a storm too.

PLAYABILITY

67

▲ Grit your teeth and get to it! Cutting a swathe of destruction through the various levels is fun for a while...

▼ ...Moreover the frustration element soon leads to boredom.

LASTABILITY

71

▲ The level of challenge is high. Fans of the comic series might enjoy a blast every so often.

▼ For most people there are many other games that deserve priority on the playlist before this one.

OVERALL

69

Some great ideas fall foul of fossilised game design and frustrating gameplay.

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MEGA-CD
MEGA DRIVE
NAMI

1 PLAYERS

PRICE: TBA

BY: VIRGIN

RELEASE: DECEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

End of Level 7

ORIGIN

The two movie cyborgs were first brought together in a four-part series written by Frank Miller for Dark Horse Comics.

HOW TO CONTROL

Use the D-pad to make Robocop walk and climb. The A and B buttons handle jumping and shooting.

HOW TO PLAY

Guide Robocop around the platform levels, carrying out the prime directive he's given at the start of each one.

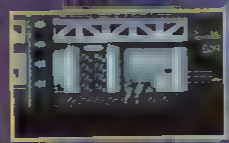
You might think it's a breeze being a metal-headed supercop being, well, metal again. Just imagine, every time you wanted a pee you'd have to drag [illegible] tin-cannot just to get [illegible] undress and then [illegible] to [illegible] walking robot once again. Luckily for Robocop, some bright spark invented a special zip to save him this agony so he can smugly go the way no tin-can has ever gone before.

The Terminator wasn't so lucky — such new-fangled technology never reached him so, twisted up inside (and out, poor chap), he vows to take revenge on anybody with their bits and pieces still intact — ie most of the world. It's up to the player as the holier than thou Robocop to [illegible]

COMMENT

I actually prefer this version over the Megadrive! But I think the reasons can be justified. The level of this exquisite [illegible] is ace, with perps exploding all around. There's loads to shoot, including security cameras and apartment block windows. The game is pacy, and you don't feel so much of a target as in the Megadrive version: you're giving the hits not taking them. There's plenty of presentational faff rarely seen on the Master System these days, part of it being some excellent digitised speech. This only confirms Robo vs Terminator as one of the top Master System games of the year.

▲ Robocop is [illegible]



▲ Robocop is [illegible]

COMMENT

Like the Megadrive version of this game, I found it a really good blast. Naturally this version is a bit simplistic compared with it's other half but the graphics are still good for the Master System (despite some slow down and flicker) with some really detailed backgrounds and large bosses. There are lots of different weapons to exploit and loads of fiends to splatter. There's even digitised speech for chrissakes! This is basic shoot 'em up/ platform action but still one of the best games I've seen on the Master System for ages although hardened gamer might find it too simple on EASY!

LEVEL 1: TRAINING

This is a quick exercise to acquire skills. Before Robocop steps the streets of Old Detroit, wasting baddies, avoiding shots of ammunition and collecting extra weapons. If you don't get through this one you are truly a girl's blouse with frills on.

LEVEL 2: THE STREETS OF OLD DETROIT

PRIME DIRECTIVE: RESCUE THE HOSTAGES

Similar sort of shit only there are baddieses in rooms who have been stashed on buildings by the local crime boss that most of a problem — keep an eye out for the kid! Also bonus room — and the Terminator boss is a doozy.

LEVEL 3: DELTA CITY UNDER CONSTRUCTION

It's getting a bit tedious now this one apparently the best — like get more bloody 2 — who's about the hostages there is?

LEVEL 4 THE TOXIC FARM

It's packed — jumping into vats of toxic waste can seriously damage your health so don't do it! Also, don't get stuck by the millions of baddies lying in wait and make sure you waste the Urban Pantheon Anti-Tank at the end of the level. As for the bonus level by all means have one! I have to face an extra-armored-type baddy if you do.

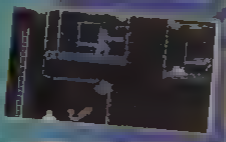
LEVEL 5: OCP OFFICE COMPLEX

PRIME DIRECTIVE: RESCUE THE OCP EMPLOYEES

LAST DEFENCE: THE EFFECTS

Lots of baddies serving, Terminator-killing and dangerous and out of the bloody OCP employees in this one before a common sitting upbringer of the ED-209 at the end of the level.

LEVEL 6: TERMINATOR OUTPOST



Lots of Terminators and the bonus room in the middle which kills you with one blow are the ones to look out for. The boss is a pretty easy as long as you've got some decent fire power.

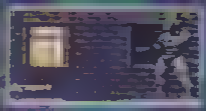
LEVEL 7: ENTERING SKYNET

The direction is by no means easy — there are mazes a plenty/enemies. Although they die with just two shots, they are designed by their sheer number on this level.

SHOOT TO KILL!

The silver joy of this game is the huge range of heavy duty weaponry available for Robo — some just lying around while others are hidden under doubtless. These include his standard Beretta Auto-9 which is fine for your run of the mill villains but a bit sad against bosses. There are Laser guns and homing missiles.

The further the player gets in the game, the better the various energy replenishers lying around as well.



I DID IT MY WAY!

There are ten levels in Robocop vs Terminator, as well as many secret bonus levels. Each level has its own prime directive which must be obeyed if you want to see the next part of the game. Here's a run down of the first seven (any more details would spoil you!)

PRESENTATION 89

Basic intro screen and basic options — a nice, polished feel to the whole thing.

GRAPHICS 87

Ace sprites and simple but effective backgrounds.
Yet does suffer from some slow down and sprite flicker if the number on sprites on screen gets too much.

SOUND 92

Digitised speech and some nice blasting noises. The music's typical Harry Master System but it's still pretty good.

PLAYABILITY 91

Really easy to get into. It starts off very simple but quickly gets very tough.

LASTABILITY 38

Really challenging stuff which gets better the further you play. Oh, and there are all those secret bits to find.
Hardened players might find it a tad too easy.

OVERALL 89

A brilliant standard of programming and a great homage to the characters. And an utterly addictive platform shoot 'em up from the word go.

1 PLAYERS

PRICE £44.99

BY PSYGNOSIS

RELEASE NOVEMBER

OPTIONS

CONTROLS: ANY PAD
CONFIGURATION PROGRAMMED
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
18,000

ORIGIN

Puggsy's story is the property of Psygnosis, who must have learned of his interstellar adventures by radio telescope.

HOW TO CONTROL

The d-pad controls Puggsy left, right and duck/look, and also affects the way he manipulates objects.

Shoot

Pick up/throw

Jump

Pause

HOW TO PLAY

Each of the platform stages has a puzzle to be solved to reach the exit. There are also eight bonus to beat.

Space the final frontier. Also, a quiet collection of sky bys, one way streets, black holes, and road works. Travelling home one night (how could you tell if it was day or night?) Puggsy barely glimpsed at the large and ominous asteroid floating by on the hard shoulder. But inside, something was stirring — the fearsome shape of the space pirate vessel.

Crack! Laser-fire strikes Puggsy's shuttle. Vainly he tries to make a jump to lightspeed, but the pirates follow him into the wormhole. But too hasty to seize their prey, they bump the tiny craft out of the warp and tumbling towards a nearby planet. Puggsy passes out during the crash landing, and awakes to find his ship disappeared, and the rustling of native life.

BOSS-A-NOUVEAU

Originally there were six World Guardians in Puggsy. These have been retained, with another two added at salient points of the action. The bosses are single screens of arcade action, but defeating the massive creatures requires a bit of analysis.

MATINEE

The most striking addition to Puggsy is the extended introduction, using rendered images of the pirate spaceship and Puggsy's craft. The story of his arrival is revealed using some nifty camera angles and special effects. Here are some stills.

The sinister pirate asteroid comes into view.

Docking procedures for the vessel are suspended.

Hoist the solar sail! Chase the young varmint!

Jet thrusters help guide the ship through the asteroid.

COMMENT

The biggest part of Puggsy. Each level may feature up to 20 objects. These can be categorised as later ones and have their use on the stage. Objects are programmed to react realistically to the effects of gravity, buoyancy and weight. For example, if an object is shown by a fan, it does not. Some objects also have specific uses – remote controls, water pistols and matches.

Under attack, Puggsy makes a lightspeed jump.

The pirates follow the tiny shuttle into the warp wormhole.

Puggsy craft is tossed out of the wormhole into a remote part of space.

GUN LAW

Puggsy has two modes of defence. The first is the classic but risky bottom-bounce attack, fave of many platform games. But Puggsy positioning must be just right. Much safer is the use of a gun — most enemies may be blown away.

PLUS CA CHANGER

To dispel any illusions, Puggsy CD is much the same game as Megadrive Puggsy, reviewed in MEAN MACHINES issue 12. We tell you this so anyone with the cartridge version appreciates the Mega-CD version isn't really worth getting. Of course, we'll explain the basis of the game to newcomers.

MEGA GAME

PUGGSY

▲ The level is open and non-linear.

SMALL OBJECTS OF DESIRE

COMMENT

▲ Only one planet in the proximate system looks viable.

▲ The craft makes its atmospheric descent.

▲ The mysterious island of the game finally comes into view.

PRESENTATION 90

▲ A good intro, added to the past-ous high standard of presentation, including a good password system.

GRAPHICS 88

▲ The intro looks slightly blocky but has some fab angle shots. The in-game graphics are radically different: flat but detailed.
▼ The sprite animation is quite poor.

SOUND 85

▲ Very "summery" sounding music, which manages to match the location.
▼ For "summery" some would say "shoosy".

PLAYABILITY 90

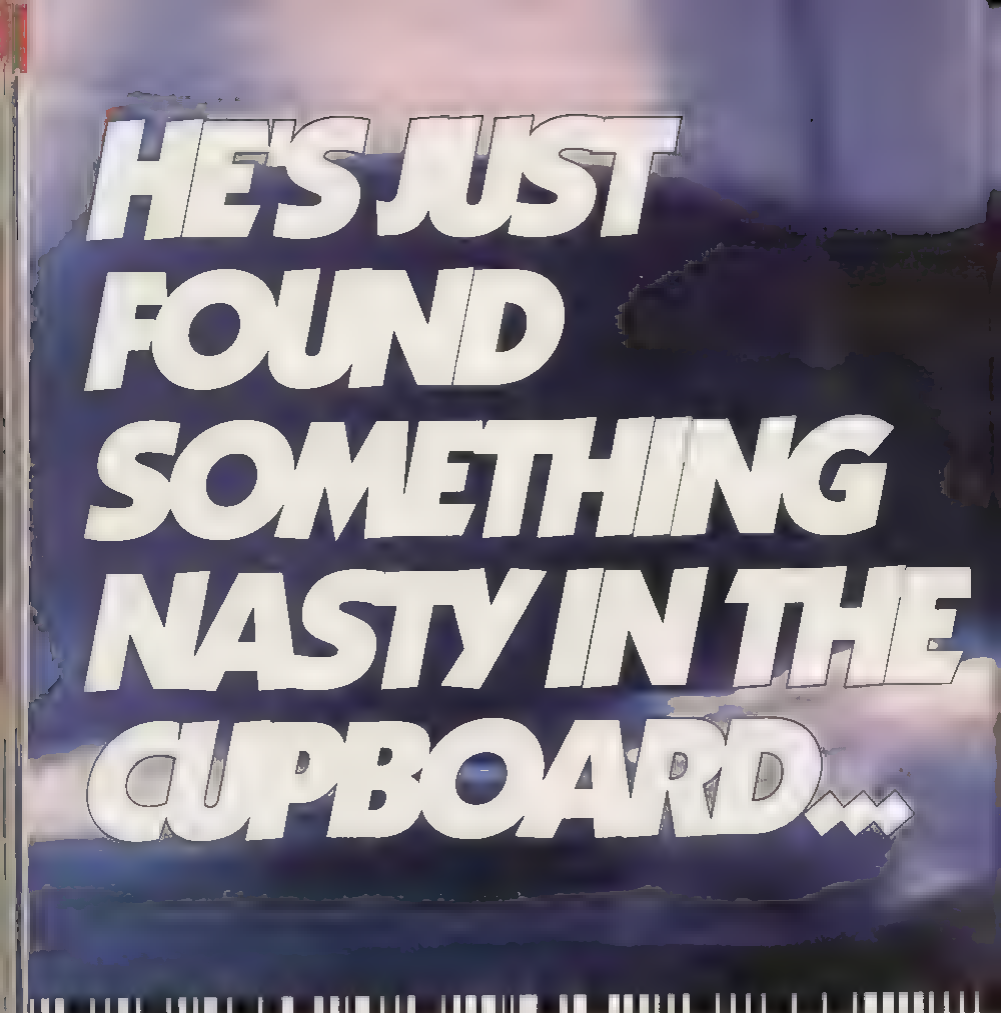
▲ A well structured difficulty curve, allowing you to get acquainted with the controls.
▼ Some of the puzzles require some lateralness to nut them out.

LASTABILITY 88

▲ Tons of levels, spread across a massive and changing map. Loads puzzles to solve.
▼ The continue option might mean finishing the game quickly.

OVERALL 90

One of the few true arcade adventures for the Megadrive, and even rarer on Mega-CD. However, there is no distinct difference between the two platforms.



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897002 0095438287654 6784900346

You've got everything you need to play all three modes, including an instruction Booklet and Battle Manual in the Barcode Battler Pack Which just leaves you to hotfoot it down to your local Barcode Battler store and demand "Free the power or the sad cashier gets it!"

Free the power!

BARCODE BATTLER

COMMERCE CONFLICT

BARCODE BATTLER

CUT OUT AND TRY YOUR LUCK!

1-2 PLAYERS

TBA

TBA

AVAILABLE

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
DIFFICULTY: POOR
GAME DIFFICULTY: MEDIUM

22,000,000

Dragon's Revenge is a [illegible] pinball game, and is [illegible] the Dragon's Fury/Devil [illegible] game of 1991.

HOW TO CONTROL

Left on the D-pad controls the left flipper. The other D-pad controls are not used.

A NO FUNCTION

B RIGHT FLIPPER

C TILT

START PAUSE

HOW TO PLAY

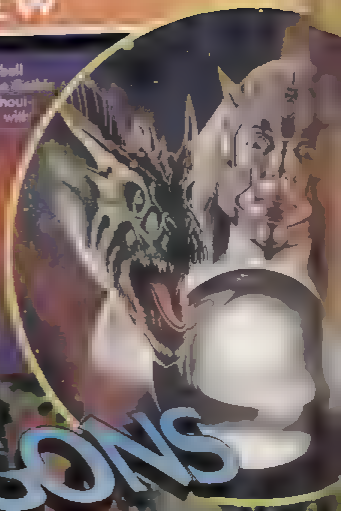
Use the flippers to keep the ball within the playing area. Enter the bonus areas to free the adventurers.

Sit back and prepare yourself for the most overwrought pinball [illegible] Tommy. Dragon's Revenge follows on from the [illegible] horrors of Dragon's Fury, a hellishlooks of the ghastly and ghoul- ish, which was pinball heav[illegible] The second instalment comes with an equally flamboyant setting:

"A remote village is being [illegible] by an evil dragon [illegible] ten years [illegible]

Darvel, suggested the dragon demand the fairest maid in the settlement instead. The dragon agreed, and Darvel became his consort.

[illegible] arrived to destroy the dragon. However, Darvel had acquired magical powers and imprisoned them in glass orbs. One of the adventurers managed to summon a light- [illegible] wheels around D[illegible] Revenge.



DRAGON'S REVENGE

[illegible] pinballs as you tickle [illegible] him with a flipper.

DARVEL

At the heart of the table is Darvel. Her head is surrounded by three lights. If these are turned to the same colour her face comes into life (using rendered 'real' images). If the lights happen to be turquoise, Darvel jumps out of her setting, and parades round the screen, carrying a pre cious stone. Hit that for a massive bonus.

▲ Having fun? Darvel puts on a show.

GUS

Dragon's Revenge is a sequel that clearly doesn't scale the heights of its original. Although the same plot and scenery elements exist, the good ideas are drowned in a sea of mediocre programming and poor graphics. The most important aspect of a pinball game is always the realism of the moving ball. In that department, Dragon's Revenge is badly flawed. The ball bounces at the weirdest angles, 'sticks' to some features and appears to go through others. Also the flippers are too narrow to give an adequate control over the ball. Graphics and sound don't help matters by being amateurish. Dragon's Fury isn't a bad game, but it seems to border on it sometimes.

The Dragon's Revenge table carries features that may look like pinball game bits to the touch
SKULL
RIPPLE
DRAGON'S HEAD
SCORE

place on scrolling pin-table, which extends over three screens. The table is split into three different sections, linked by various passages, guarded with three sets of flippers. The only way to

water below the bottom set of flippers. The ball is

speed plunger.

COMMENT

LUCY

absolute ly mystified as to why the [illegible] game isn't as good as the origi nal but I still think it's quite fun despite its faults. When a sequel or original game is as absolutely ace as Dragon's Fury it's always difficult to come up with a sequel which is as good yet have some originality — you have to give the programmers credit for trying to do something a bit different but the colourfully painted bonus levels are just too two dimensional and the effect is flat and just not as interesting despite the clever scaling of the balls in these areas. The graphics on the main table aren't as good as the original's either and there doesn't seem to be as much to do which is unfortunate for saying this game's more than two years older. I'm a complete pinball freak and if you are too I'd still buy this but most it's the best offering on the pinball front but I've seen so far this year — just don't expect miracles.

ORBS

There are eight bonus screens, entered by a series of secret passages. Each is a single screen, with a fixed task. The first three contain five adventurers who must be freed from their orbs. For each broken orb the player [illegible] to play with an extra ball. Clearing the ball to a [illegible] gives a life.

BONUS 1

Set [illegible] dropping from the sky. They force off your ball by throwing their heads at you!

BONUS 2

The Valkyrie is imprisoned in a tree filled with spiders. Yuk! Swipe the [illegible] are.

BONUS 3

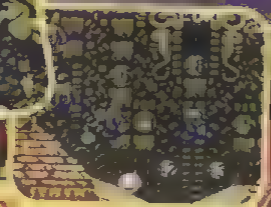
The [illegible] tive by a massive bird, whose nest is on an island. Swooping eagles and tentacles from the lake seek to protect her.

BONUS 4

The snake monster lurks in a rancid swamp, with swarms of mosquitoes buzzing at the ball.

BONUS 5

The fire-demon lies behind the shield, [illegible] and gargoyles.



GENERATION

Horrible life-forms ooze out of various points of the table. They present no danger to the ball, other than deflecting it off course and making it's path unpredictable. Bearing names like Baalzhey the Spiked Nightmare, and the Minds ayers death is too good for them killing them a so reaps some sort of bonus like opening the way to some secret room.

PRESENTATION 79

▲ The password system is a convenient way of avoiding the boring parts. 3 selections of options.

▼ Dragon's Revenge options [illegible] being slightly odd.

GRAPHICS 60

▲ Some semblance of the first game's Gothic appearance remains.

▼ The table looks scrappily designed and the bonus screens are kindergarten drawings.

SOUND 76

▲ Different tunes for the main [illegible] bonus levels, and lots of sampled voices.

▼ The sound FX are so, so, totally crap at times.

PLAYABILITY 76

▲ A medicine of pinball fun, and an interest in the bonus screens.

▼ [illegible] are long, and the poor ball movement [illegible].

LASTABILITY 67

▲ Probably a good game for taking out and playing with occasionally.

▼ Doesn't [illegible] to the end, and soon takes that long [illegible].

OVERALL 74

A disappointment when you think that Dragon's Fury is two years older. Revenge is clearly based in mediocre territory. Bigger is not always better.

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SEGA

MEGA DRIVE

55

monster levels

of manic mayhem with monsters,

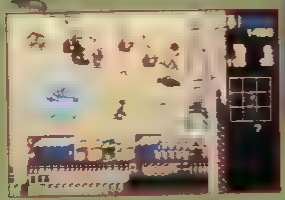
mummies werewolves [illegible]

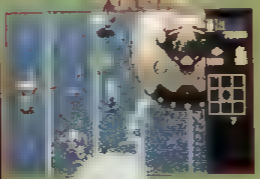
the neighbours! These [illegible]

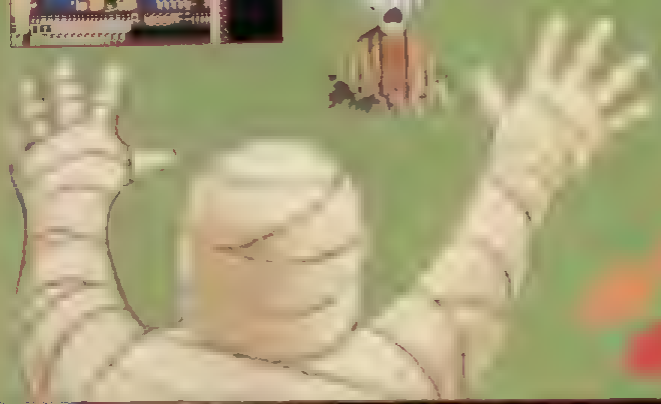
must be terminated [illegible]

like it's up to you.

ZOM







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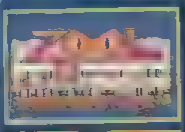


PRICE £44.99

BY GREMLIN

RELEASE NOVEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: NOT BAD
GAME DIFFICULTY: LIGHT TO MODERATE

1ST DAY SCORE

500,000

ORIGIN

Zool was exclusively on Amiga, but games also wanted a Sonic-style game on Happy Mega.

HOW TO CONTROL

Use the D-Pad to do all the running around, steering Zool while he's in mid-air and climbing the walls. The A, B and C buttons do the jumping and shooting.

A
B
C
Pauses the game

HOW TO PLAY

Guide Zool through seven platform, collecting enough bonus objects to make the exit appear. Avoid or shoot the bouncing foes.

Being the Guardian of Imagination, Protector of Creative Thought and Defender of Positive Action is a pretty tall order for any ant-like Ninja creature, so it's hardly surprising that Zool, the ant-like Ninja creature who is all those things in this game, was distracted from the controls of his spacecraft and ended up crashing somewhere in the Nth Dimension!

Before the crash, Zool had been on the trail of his arch-nemesis, Krool, who has been busy using his power of anti-imagination to turn previously innocuous household objects into raving assassins. Now Zool has to get through seven platform-packed plains of the Nth Dimension, collecting a quota of untransformed objects, then finding the mystical medallion which gets him to the next level.

Oh Zool hurry! It looks like Krool has even turned his anti-imagination powers on the plot of your game.

ZOOL

THOSE LEVELS IN FULL

Zool is made up of seven levels, consisting of three stages apiece. Any of them look familiar?

SWEET WORLD

The Liquorice Allsorts are rising up in murderous fury! Leap up the melting caramel bridges to escape and climb aboard the floating Flakes on the chocolate rivers to reach the end, where the buzzing Hum-Bug boss awaits.

MUSIC WORLD

Home to thousands of living instruments of PAIN!! Float around on brassy blasts from trumpets, and bounce on bass drums to collect the hi-fi items which open the exit.

FRUIT WORLD

Bananas! Bananas! Whole bunches of 'em! Even if they don't cause a slip-up in the midst of this world, you still have to skin the big banana boss. Beware, also, the impudent carrots and the flying peapods, obviously on holiday from neighbouring Vegetable World.

TOOL WORLD

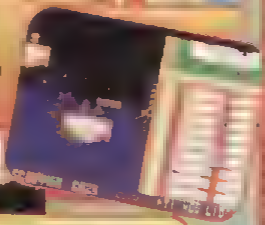
Whirling drill bits poke through the walls and dismembered axe blades drop on Zool's head. The chainsaws may be a bit toothless but they're not to be toyed with, and don't loiter near the gooey puddles which contain Zool-eating

TOY WORLD

Tanks, robots, bouncing balls, marbles, dive-bombing paper aeroplanes! It's all too much to cope with... or is it?

FAIRGROUND

The candy floss and toffee apples sure look tasty... but they only taste of DEATH! Get the hammer and bell sideshows give Zool a lift, but beware the squashing power of the mallets!



DESERT ISLAND

An idyllic setting... for the toughest level of all! Walking flowers and evil bug critters pose problems for Zool here, and mind the poisonous bubbles too.

PAUL

...around these days, a new

PRESENTATION 66

▲ Reasonable little intro sequence, though it's nothing spectacular, and doesn't really tell you much.

GRAPHICS 75

▲ Technically good, with decent parallax scrolling.
▼ Nothing particularly impressive. The Chupa Chups logos on Sweet World look pretty tacky.

SOUND 74

▲ Jolly, bouncy tunes back the action. The effects aren't bad either.

PLAYABILITY 70

▲ It's fast and reasonably playable.
▼ The gameplay is soon formulaic, and it's not even a very interesting formula. No innovations here at all.

LASTABILITY 61

▲ Plenny on screen.
▼ Compared to other games, the levels are simplistic and tedious. You'll have had enough after about an hour of play.

OVERALL 67

Zool might have impressed Amiga owners, but most Megadrive players will probably already have something in their game rack which is practically the same, only a lot better.

Not written by sad gits

(Honest!)

BRITAIN'S BIGGEST AND BEST SELLING SEGA MAGAZINE

A STATE OF EMERGENCY

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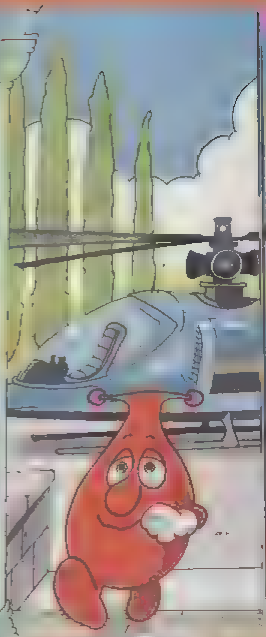
PS Leonardo da Vinci is still trying to get his latest project off the ground, so he will be unable to take part.

If Puggsy's just too smart for you, call the helpline.

92% Sega Magazine
90% Mega Drive Adv Gaming
90% Mega Tech
91% Sega Mean Machines

YOU DON'T HAVE TO BE A GENIUS BUT IT HELPS.



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FROM THE UNITED STATES OF PSYGNOSIS

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SEGA

MEGA-CD

CONTROL: JOY PAD
CONTINUES: SAVE TO RAM
SKILL LEVELS: 3
RESPONSIVENESS: A BIT SLOW
GAME DIFFICULTY:

WON A GAME

A translation of American Footie. Joe Montana is a mega quarterback for San Francisco.

The D-pad is used to select from the lists of plays. During the game it controls one of the team characters on the scrolling field.

KICK

RUN - SELECT PLAY

PASS - SELECT PLAY

PAUSE

HOW TO PLAY

Make choices from the play list given. Control a footballer to carry these plays through, and make it to the opposite end.

American Football isn't exactly the most popular game in the UK and yet soon after the Mega-CD-owning public seem to [illegible] with video game representations of the sport.

Joe Montana's NFL Football on the Mega-CD is the latest entry and what? Yes, it's presented in much the same manner as award winning John Madden Football. Basically you choose a play for your team to perform in an attempt to get the ball over the opponent's end zone. [illegible] Mega-CD's extra processing power and extra audio/video [illegible] the mighty [illegible]

JOE M... NFL FO...

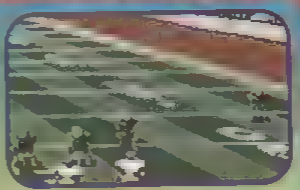
▲ To get this having a screenshot taken AGES!

JOE STICKS HIS OAR IN

In the commentary box sits the legendary quarterback, Joe Montana, replete with "million dollar arm". Between plays, he occasionally causes a moron to materialise on the pitch and uses it to transmit vital hints 'n' tips to the player. This is displayed in full-motion video and is quite amusing.

ASCENDING TO HUMOUR

Joe Montana CD is the latest game released for the Mega-CD to make use of its impressive custom ASIC graphics chip. The chip enables the Mega-CD to perform sprite-scaling and rotation as seen in coin-ops like [illegible] and Afterburner. In this game, the entire pitch and all of the players are displayed in this mode, allowing for very realistic panoramic views of the pitch.



I know they have odd shaped balls but this is ridiculous!

SEASON PLAY

On the title screen players elect to take part in exhibition matches or a full NFL season. A variety of NFL teams from Dallas to San Francisco are on offer, each with their own strengths and weaknesses (some impressive looking bar graphs are supplied here to [illegible] and cons of each).

[illegible] you'll be pleased to know that in SEASON mode you can save your progress onto the Mega-CD's built in memory so you can leave a tournament and come back later.

DALLAS FOOTBALL

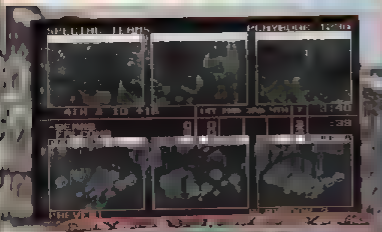
Martin of the Video-Game Centre who never fails to deliver the goods. Give him a call on (0202) 527 314

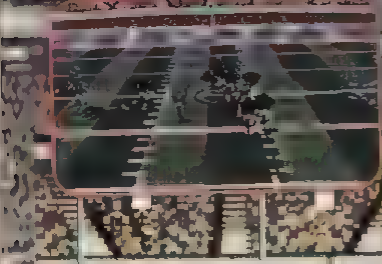
COMMENT

RICH

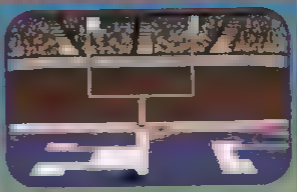
When in doubt, dive down the man hole cover and run awaaaaay!

NFL





THE BASICS



We don't blame you if you haven't got much of a clue about the rules of American Football. However, as you might imagine, the aim is basically to get the ball to the other end of the pitch and score a touchdown. When you're in possession of the ball you have four plays in order to move the ball ten yards down the pitch. Accomplish this and you're given four more plays to repeat the process. If however you don't achieve that, 'possession' is given over to the opposing team. To quote Star Trek's own Mr Spock: "Fascinating".

COMMENT

PAUL

ENTER THE WISEGUYS

Mr Montana isn't the only 'professional' sitting in the commentary box wearing a stupid headset. No two more pros are sitting there just waiting for play to finish so they can comment on it in an exciting, American manner. Funnily enough, while play is in progress their headsets don't work. Only when a player is choosing a play are they allowed to speak. Since their combined vocabularies are evidently quite small and they seem to strange clicking noise just after they stop talking you might be relieved to learn that you can turn the commentary off

PRESENTATION 77

▲ The full-motion video of Joe Montana is nice...
▼ But the game's lack of options and scrabbly gets this in a lesser division than Madden's.

GRAPHICS 80

▲ The pitch moves very smoothly and the sprites are quite well animated.
▼ The graphics look blocky and crap when up-ths variety in pitch colour schemes.

SOUND 70

▲ Some nice rock soundtrack in the intro screens...
▼ ...Otherwise, sound is a bit sad. The CD commentary gets boring very quickly.

PLAYABILITY 78

▲ Nice 'n' easy to get into...
▼ ...Although the controls are not that responsive and play is confusing as a result.

LASTABILITY 73

▲ Quite a few teams to face off against and a two-player mode...
▼ ...But only if you can be bothered to persevere with the frustrating gameplay.

OVERALL 74

A decent enough simulation of American Football, made more enjoyable by its humorous antics, but John Madden Football '93 is still by far the superior American football simulation

RECKON WE CAN GET TO THE STADIUM IN UNDER 10 SECONDS LIZ?

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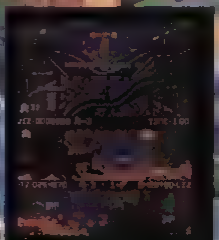

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YOB ON SPORT

SNOOKER

'Apt, really, that a game of balls.'

FISHING

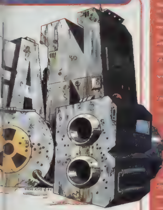
Or some sad, perverted sadist who tricks poor, unintelligent creatures into [illegible] then pulls them out of their natural environment while the hook is still embedded in the roof of their mouths.

ANTI-GAMES REPORTING BY THE TABLOIDS

COMMENT ABOUT THE TABLOID SCARE THAT CONSOLES CAUSE EPILEPSY

Okay, you're next in Queue...

EST OF



CREATIVE INSULTS

You take the [illegible] out of banal.

[illegible] oon's Wrexham on a Wednesday afternoon.

[illegible] funny as woodworm in a cripple's crutch.

[illegible] rse neck! The bucket.

[illegible] can't write for people who can't read.

[illegible] gud. I'd really be upset. Honest.

[illegible] ming turd.

[illegible] tool.

You're about as funny as a leper in a wind tunnel.

[illegible]

Addict? More like a dick.

[illegible] our [illegible] king gud wheeping noises.

[illegible]. You're illiterate as well as stupid.

[illegible] ng, [illegible] seat-sniffing waste of human space.

[illegible]

[illegible] pee- [illegible] tters [illegible]

[illegible] ing [illegible] it [illegible] you [illegible] and [illegible] got free gone.

You walk like John Inman's trousers.

[illegible] lory pan.

[illegible] frightening isn't it, you disposable onel spatula.

The [illegible] mistake made was when your parents decided not to use a contraceptive.

MEDICAL ADVICE

I suggest you get your ears syringed. And ask the Doctor for a large Barium enema as well.

Ooooh! You're a feisty one and no mistake. Have you a problem with high blood pressure? Or have you just eaten something containing loads of E numbers?

You can't draw. You don't write. What kind of remedial are you?

Send him down to St Wayne's Hospital for the Anally Retentive and tell him to ask Bernie "No Vaseline" Brown for the rubber glove treatment.

NAME PLAY

LETTER FROM DEREK THE DOORMAN

Surely you should be called Derek the Backdoorman.

LETTER FROM PAUL MINSON

Are you called Minson because you're always mincing about like the gay fellow you are?

LETTER FROM BEN WALKER

Are you sure you haven't spelled your surname wrong. I'm sure one of the letters should be an 'n

LETTER FROM MATTHEW REID.

Did you know your name was an anagram of Mat the Weird?

LETTER FROM GREENPEACE

You can just Peace off

LETTER FROM PAUL CRAWFORD

At least my name isn't an anagram of draw foul crap

LETTER FROM KEITH WELK

Keith Welk? WELK? If I were you "Keith" I'd definitely stick to calling myself Gorg the Destroyer

LETTER FROM CHRISTOPHER PLANT

Did you know your name is an anagram of Halt! Pro Sphincter!

INTERESTING DIRECTIONS

On your bike, chum. And take the saddle off first so you can enjoy the ride that little bit more.

Go pee on an electric fence.

Tell yo[illegible]

Shove [illegible]

Roll [illegible] finest

Suck on that you apathetic donuts.

You've [illegible] aborig[illegible] digeri-do.

Why [illegible] take [illegible]

Spawn [illegible]

I need [illegible] recent [illegible] new ad [illegible] Nincompoops...

BUYING GAMES ADVICE

Always look at a game before you buy it. Ask the shop assistant if you can have a demo. If you're not allowed to play the game, grab the nearest shop assistant or the shop keeper and tell him to perform a reverse bowel movement with the game you intend to buy.

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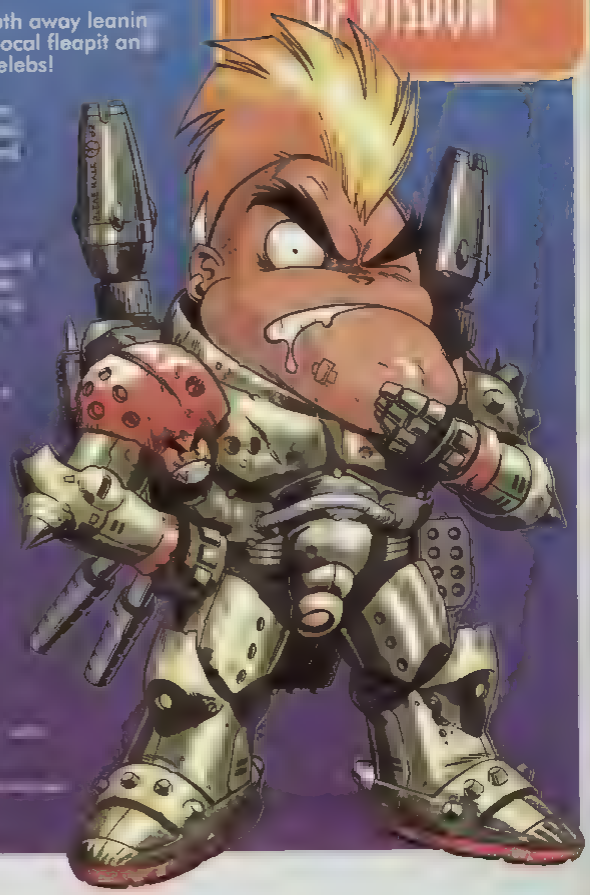
Images Jon

means you must be completely mad.

attempt has been sunk faster than the fat boy himself.

Look at all of us. Tiddled our youth away leanin against arcade machines in the local fleapit an then - bingo! Mega publishing celebs!

ASSORTED WORDS OF WISDOM



Murder Squad.

free smacked bottom with every issue.

hornet's nest. Now she can sit on it.

be the hind end of a pantomime horse parod ing
James Herriot to stick his... er excuse me. I was getting carried away there.

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scatological mode automatically activated.

ping racing against Christy Brown.

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AERO THE ACRO-BAT

1 PLAYERS

£39.99

SUNSOFT

16 MEG

CONTROL: JOY PAD
CONTINUES: 0
ZONES/LEVELS: 1
SAVE OPTION: PASSWORD
GAME DIFFICULTY: TUNABLE

64 LEVELS

Aero is a new character created by Sunsoft whose adventures are based on the circus.

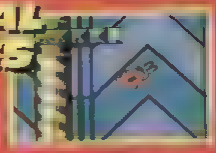
Pushing left and right on the joypad sees Aero run in those directions. Pushing up and down causes Aero to climb ropes and poles and crawl along the floor.

- Aero bounces around.
- Aero jumps.
- Aero bounces in order to kick enemies.
- Aero can multi-jump for extra height.

HOW TO PLAY

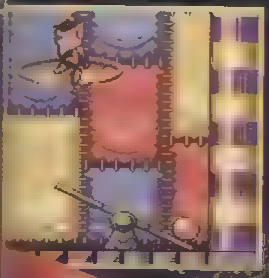
Take control of an Acro-Bat named Aero enabling him to perform clever tricks with the aim of outwitting the plans of the evil Edgar Ektor.

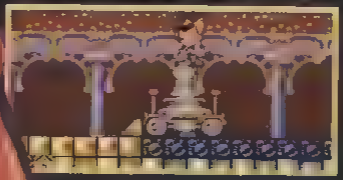
CELESTIAL BEATINGS



As a circus acrobat Aero is accustomed to having his world turned upside down. This is lucky because an evil character named Edgar Ektor plans to destroy Aero's successful career by putting up a series of deadly devices to foil his foe! However, confronted with every variation of circus apparatus known to the big top, Aero presumes the whole charade is intended for his delight and promptly sets out to enjoy himself, bearing in mind to thank whoever is responsible.

He's got it all wrong of course and Evil Edgar Ektor will step at nothing to encourage Aero's demise. With such conflicting points of view anything can happen! As the batty hero one prepares for the ride of his long-feared life Sunsoft invite one person to ride the swinging trapeze and get shot from the mouth of a cannon with him. Stand by for the 'The greatest show on Megadrive' (allegedly)! Roll up!



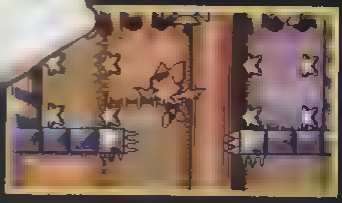


▲ If you want to sit on that to get your kicks, but-ton, you're

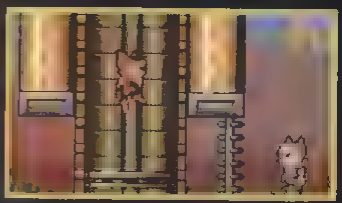
ACRO-BATICS

Aero aspires to keeping himself airborne. This practise is not without its hazards though so thankfully existence is never far away. Help arrives in many guises:

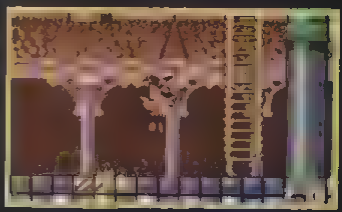
Super-Fly Guy: Helpful items are stashed in various hide aways. Aero-Wings enable him to fly into the uppermost reaches of his surroundings.



Screwy Caper: Collecting lightning icons gives rise to Aero's ability to perform double-jumps when in mid-air. With this power he may vault over to previously inaccessible ledges.



Trouble chute: Aero's frail body doesn't withstand heavy falls too well so the availability of a parachute is a live-saver when falls from great heights are necessary.



Scenes action shot in this action packed screen shot

PAUL G

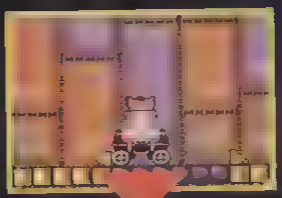
I've got to disagree with m'learned friend here. Everyone who saw Aero the Acrobat at the Chicago CES reckoned it was the hit of the show, but that must have been the Super Nintendo version because the cartridge I plugged into the Megadrive was a run of the mill platform game with very mediocre graphics and gameplay which is reasonable but hardly grabs you by the gonads and pulls. There are some nice touches to it, but I found myself getting frustrated with niggly things like indestructible clowns and that tended to overpower my enjoyment of the game. In fact the whole thing reminded me of Bubsy the Bobcat — a sort of semi-good game, with a few faults too many keeping it out of the Megadrive Games Big League.

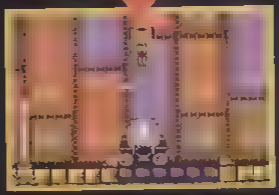
PAUL

Though Aero makes his debut trapped inside a platform game he has some refreshing ways of making the most of this predicament. Controlling him is occasionally too exacting for comfort but Aero's action-oriented character makes for a surprisingly cool game. In most platform titles players are given some opportunity to familiarise themselves with the hero, but not in this one! Aero's environment immediately poses problems and while danger isn't exactly pressing it's there waiting for the first clumsy mistake. As the game progresses reactions are tested to the limit. The one factor that spoils the show is the continue restart-point: After carefully attaining a latter stage of any given world and losing all Aero's lives the player is returned to the very first stage of that world — how annoying! In spite of this and there being some extremely hard acts to follow on the Megadrive, Aero's spectacular performance ought to catapult him into the top ten at least.

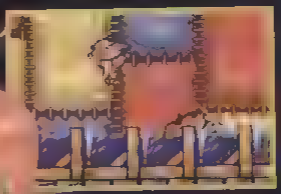
BALLOONATIC!

Our heroic dare devil makes good use of the circus apparatus available to him — trampolines to bounce, the swinging trapeze to get from one ledge to another and see-saws to propel him skywards. Most daring by far, is Aero's human (or bat) cannon-ball trick. Just about the safest form of transportation available to Aero are the balloons he occasionally encounters but these, he believes, are for sissies.





▲ You don't have to be bats to do this, but it helps!



▲ That's one way to make a patchwork quilt!

▲ ...boy in this ...ction packed ...reen shot

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PRESENTATION 77

▲ Aero's snappy persona fills every available pen.
▼ There are no gameplay options other than control customisation.

GRAPHICS 83

▲ Lots of rich colours, great animation and lots of variation.
▼ Some of the enemy sprites are disappointingly small.

SOUND 81

▲ A pleasing selection of decent spot effects, more than the Super NES in fact.
▼ Though impressive at first the music becomes quite annoying.

PLAYABILITY 81

▲ There are plenty of new ideas and a fair amount of challenge too.
▼ Some may find the exacting nature of the gameplay a bit of a strain.

LASTABILITY 79

▲ Loads to explore and the game is guaranteed a long-term challenge.
▼ A lack of real freedom means you're unlikely to go back for more.

OVERALL 80

A great new platform hero for the Megadrive who guarantees a few surprises but may not be everybody's cup of tea.

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PLAYERS 1
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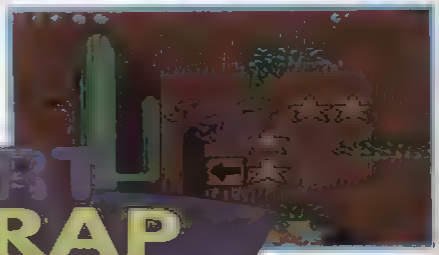
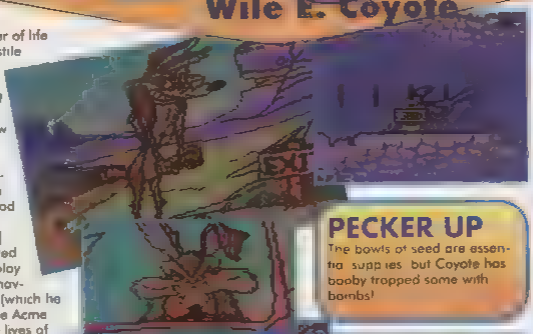
DESERT SPEEDTRAP

Starring Road Runner and Wile E. Coyote



Aaah, welcome to The Living Desert. All manner of life thrives in these arid, hostile conditions: scorpions, cacti... er, Road Runners... um, intelligent coyotes. Yes, these two remarkable species show the quirkiness of evolution. One is like an ostrich, which has developed a mating cry like a car-horn, and gets a good 56 miles to the gallon [Roadrunnerus Speedius]. The other one has evolved in such a way as to employ tools in his predator behaviour [Coyotus Stupidus] (which he buys mail-order from the Acme company). Step into the lives of these two strange creatures.

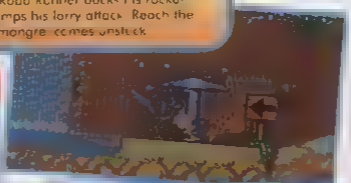


PECKER UP

The bowls of seed are essential supplies, but Coyote has booby trapped some with bombs!

BAD ACME

Every third round you face Coyote in a strange contraption. Road Runner ducks his rocket attack and jumps his lorry attack. Reach the exit and the mongrel comes unstuck.



SOMEWHERE ELSE

You may come across a strange silver mushroom in the desert. This warps Road Runner to a secret location, filled with stars. However, an alien guards this mysterious landmark.

TOO LITTLE TIME

With an animal like the Road Runner to control, the emphasis is on speed, as much for necessity as choice. He's under a strict time limit but can regain time by picking up stars which are each worth an extra second. Running out of time costs a life.

FUNMENT

C-rash! Road Runner has clearly recognisable characters so if you're a fan of the cartoon and the assorted antics of Wil E Coyote you'll greatly appreciate this and although it's yet another platform game it's fast and nice-looking and well worth

FORMAT

[illegible] Three skill levels and some nice cartoon shots.

GRAPHICS 78
Small but good characters and the desert graphics work fine.

SOUND 74
Pretty woody music, but the sound FX seem to suit the game.

PLAYABILITY 79
Initially quite off-putting with tricky control, but it grows on you.

LASTABILITY 73
Not a vast amount of levels, but this is a fun game to sit with.

OVERALL 77
Another platform game for the handheld, but Road Runner is no waste of anyone's time.

FOOD CUT

There's not much to Road Runner, but it's still an enjoyable little game. The action moves very fast and is demanding, partly because of the tiny area shown on screen. The neat graphics save this from being a turgid platform rehash, and Probe have made it all quite jolly. Not bad for the Game Gear.

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Line

1 PLAYERS

TBA

ACCLAIM

MEGABYTES

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 2
PASSWORDS: NO
GAME DIFFICULTY: MEDIUM

£0.000

Based on the Super Nintendo game which is based on the huge smoked robot headband in the Robocop movie series.

Standard platform shoot-'em-up controls apply. Use the D-pad to walk around the landscape and hit the buttons to fire your shot.

- Select weapon
- Fire
- Jump
- Starts and pauses game

HOW TO PLAY

Guide Robocop around the platform levels of Old Detroit, blasting away at OCP's thugs and their defunct robots with whatever weapons you can find.

ROBOCOP

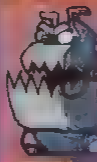
Those dirtbag OCP executives are real money-grabbing gits! After all their troubles with the Robocop project, OCP have finally got

won't move, OCP have hired in two local gangs of thugs, armed them to the teeth and told them to evict the inhabitants by force.

Robocop, public-spirited soldier of justice that he is, has decided to turn against his old bosses and 'Protect The Innocent' by marching into Old Detroit then Gunning Down The Guilty. For this purpose he comes armed with his pistol and gets to play with any weapons he finds on his travels.

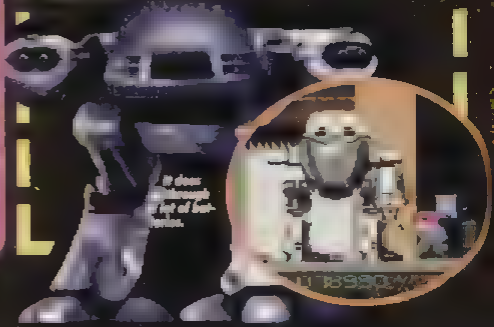
▲ kill him my cowgirl cyborg. ▲ I live!

COMMENT



WHERE ARE YOU ROBOT?

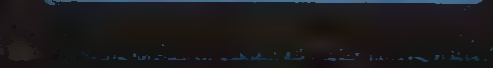
Yeah, what ever happened to the third Robocop movie, eh? Well, Robocop 3 has actually been made, and it was originally scheduled for release in 1992 but when the film makers, Orion Pictures, went bust it vanished into movie limbo. The rights to the picture were bought up by another company so it will still be released, though when is unknown. When it does come out it should be more accessible than its 18-rated predecessors as the violence aspect has been heavily toned down in favour of a less restrictive certification which should mean a wider audience.



It does somewhat a lot of Ba... tactics.

GUNS & AMMO

Robo starts the game with a puny single-shot automatic pistol. In fact it's so puny that it takes three or four shots to knock down one of the unarmoured thugs on level one. Better weapons lie ahead, and once he's picked up a new gun he can switch between his armoury at the press of a button. Don't expect infinite ammo, though. Bullets need to be picked up where you see the icon, and if you run out Robo has to fight with his bare fists! Anyway, here's what's on offer.



SUMMARY

PRESENTATION 79

GRAPHICS 52

SOUND 70

PLAYABILITY 56

LASTABILITY 50

OVERALL 52

T2

JUDGEMENT DAY

◀ Face to face with...

▼ "I'll be back!" And he's not joking!

Yesterday, sometime in the future, a man who in 1984 isn't even born yet sent/ is sending a man, who tried/ is trying to kill his mother, back to the present day for the sole purpose... self from an assassin... Thin... the basic plot behind 1992's spectacular sci-fi movie: 'Terminator 2'. The story is now being retold on the Megadrive in Acclaim's 'T2: The Movie'.

In this platform / exploration game, one player leads a model T800 Terminator as it locates and protects future hero John... C... ...the youth.

GUNS AND POSERS

...to equip itself with ammunition and find John's address. The game later adopts an overhead view of our motor-cycling neighbourhood T800. After finding John Connor's home the scene reverts to the platform type scenario. And so it goes on with the platform section/ driving section pattern repeating itself over and over as the superior T1000 is kept at bay.

COMMENT

Dire, awful, dreadful, utter pap... pick an adjective, any adjective as long as it means the pits of the earth, and apply it liberally to this game. Graphically a joke, it shambles on the playability front — Termie jumps like a constipated bunny and hits like a baby and the motor-bike sections are wrecked... because it is quite simply, the worst Megadrive game I've ever seen.

FUTURE WARES

One of the main aims running through the game is to collect objects from the future... because only with these can the doom of the future world be halted (yeah, we all remember that... from the film don't we?). Only when Termie has collected enough from each level can he progress...

They'll be back!

Actual in-game screen.

JUDGEMENT

Ramming a brick into the brain would provide more pleasure than playing this game — it's sheer mental torture!

PAUL

The graphics are dreadful and this cart is to playability what a three-month kipper is to environmental concern. It mimics Players only need ...since the T800's failed attempts at striking an enemy down even when standing almost on top of them to realise just how poorly the game plays. The motor-bike scenes are utter crash — whenever heard of a bike speeding in reverse? Rather than count sheep at night I now count the res... Never buy this game.

PRESENTATION	39
Most opening presentations and the digitised stills.	
GRAPHICS	14
Utterly tragic — a child could almost certainly do better!	
SOUND	23
Rotters pseudo-techno trashy music backs some equally sub-standard sound effects.	
PLAYABILITY	14
The gameplay is so poor it's not fun.	
LASTABILITY	12
Prolonged exposure to T2: Judgement Day is bad for the health.	
OVERALL	15
An outright disaster for Acclaim who ought to bin this title before anyone notices it exists.	

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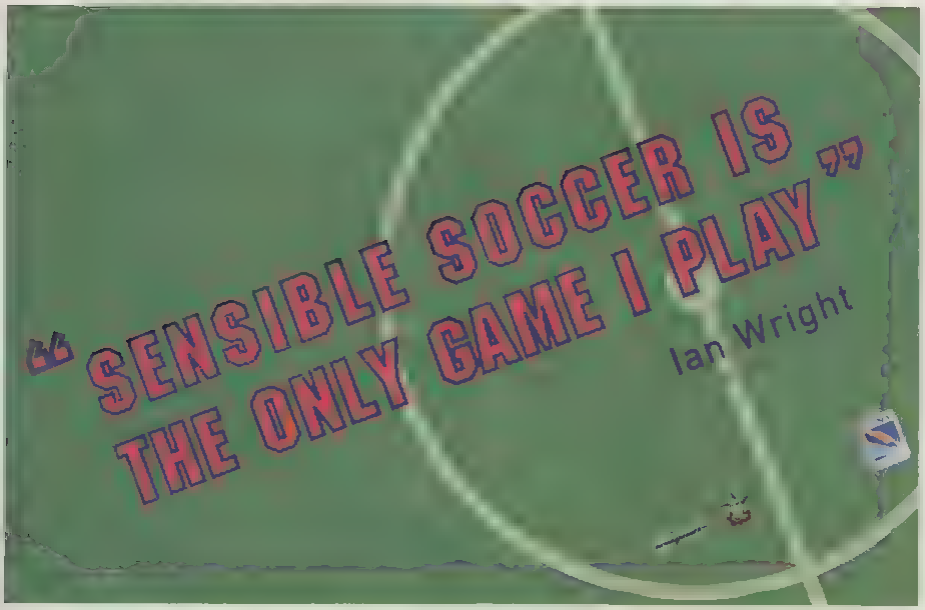
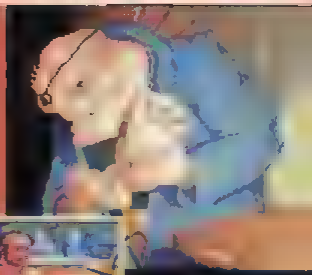


Pirate

All at Sea

▲ You can't go wrong with a ton of Chicken Nuggets!

Pass the Port



▲ Robert Maxwell yesterday!

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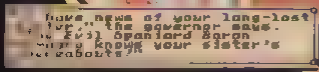
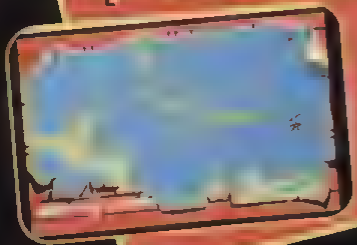


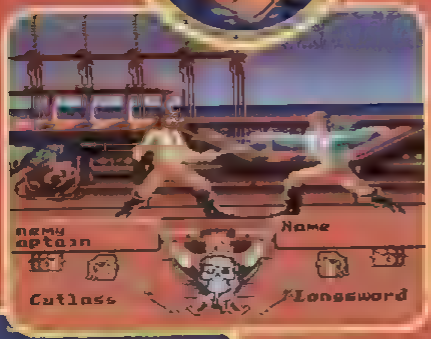
Ship to Shore



GUS

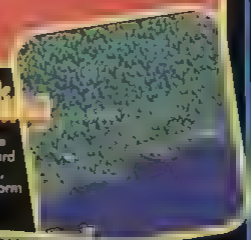
Pirates Gold is actually ages old, as this version is much the same as that which appeared on the C64, eight years ago. However, it was one of the best games for a disk drive then, and it's still great fun now. The graphics have been seriously improved, adding a great deal of atmosphere, especially the Monkey Island-esque ports. The little bits of sampled speech like 'Ship ahoy' go towards an excellent standard of game presentation. However, a few problems of the original remain. Combat usually takes ages, but perversely seems to hinge on the frantic sword fight at the end. The game also lacks a long-term structure (although the sub-plots and scenarios help that). Strategy fans have nothing else like it, and their timbers should be well and truly shivered. But others should note that this isn't an 'action' kind of game.

Keep Your Powder Dry



Knots Landi

Combat on land is much the same as that at sea. Bombard the fort with ship's cannons, then land you soldiers to storm the town.



...ishing Legends

I really [illegible] game. The graphics are clear and detailed, there's a lot to see and do and the sound [illegible] thing is beautifully presented with a real feeling of bygone days emanating from the game. The only problem I can see cropping up on the horizon is one of lastability. At first it's great fun trundling around, picking up a crew then keeping them happy as you sail around blowing rival crafts out of the water or plundering their wares but whether the enjoyment would last all that long is another matter. Overall though, a fun and very original game and one which should keep strategy fans happy for some time.

PRESENTATION

Very well presented, with a authentic feel of the period, and adequate save game and skill levels feature. The controls are sensible and functional.

GR

73

The portraits of the pirate characters and the inhabitants of the various ports, as well as the ship sprites are pretty crude and uncooking.

Both ship and fighting contact graphics are pretty crude and uncooking.

74

Little nuggets of speech, when you spot land or other ships, or even surrender, lots of little tunes.

Some of the music is a bit shoon.

84

It's a really fun experience putting together the right crew, ship and tactics to win battles upon you on.

There's only a limited amount to do, and ship combat becomes repetitive.

The play area is vast, and lots of hidden features to discover are included.

There is a real danger of Pirates Gold becoming repetitive.

OVERALL

83

A curious game that votes highly for its original and involving gameplay, even if action is not so important.

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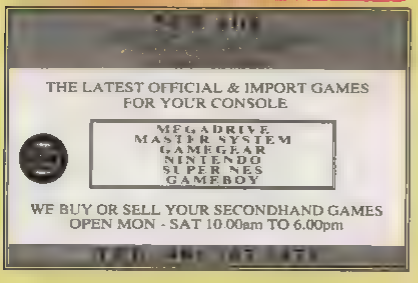

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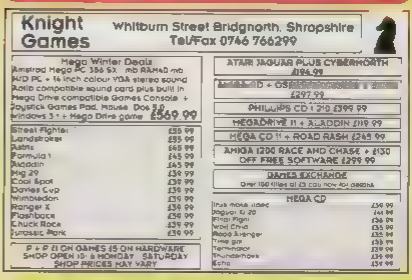
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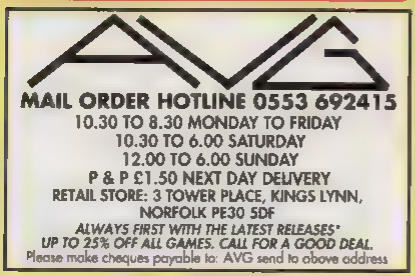
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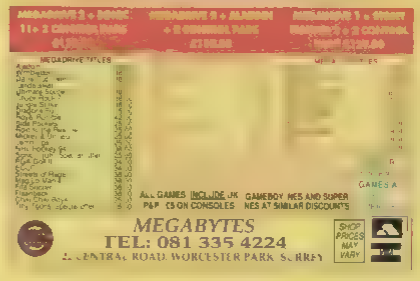
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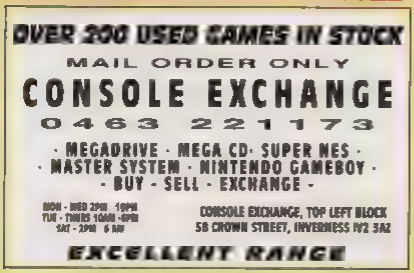
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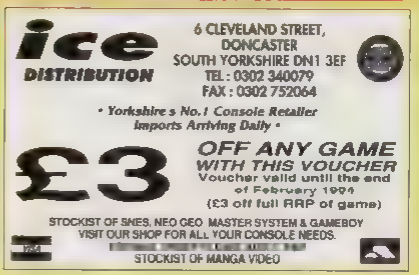
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DUNE II

BATTLE FOR ARRAKIS

1 PLAYERS

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BY VIRGIN

RELEASE FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: [illegible]

1ST PAY SCORE

End of sector 7

OPINION

This is Virgin's second Dune game on Sega (after Dune CD) based on the Frank Herbert novels.

HOW TO CONTROL

The B-pad controls an on-screen pointer, used to select different units. In menus, the B-pad highlights different items.

Select

Deselect

Use function

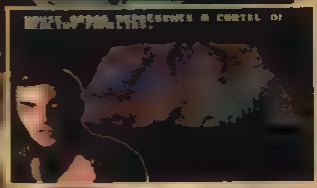
Bring up options

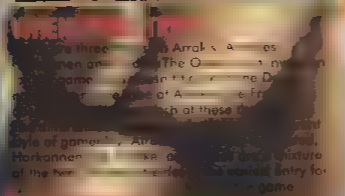
HOW TO PLAY

On each of the 24 levels, build a base to extract spice and destroy your opponent's facilities.

at it be known His Sublime Majesty, the Padishah Emperor Shaddam IV has previously decreed that the planetary des gnate of Arrakis has been granted to the Duke Leto Atreides and his House His Majesty charges them with continued production of the Spice Melange unique to Arrakis, for sale to the Spacing Guild and Landsraad of planetary Houses

It is recognised that representatives of the House Harkonnen are still based on Arrakis, and have not left in accordance with the wishes of the Emperor's Planetologist Having considered the enmity between these two Houses of Landsraad the Emperor has decided the House who wins Arrakis by force of arms, may have this place as the





COMMENT

LUCY

Rah, rah, thumbs up and hallelujah for Virgin. This game is beyond a doubt my favourite of the year — if not ever. I know that probably sounds strange since it's pretty crap to look at and sounds awful but believe it or not these usually major factors fade into insignificance when you're talking about this game because they serve their purpose and set exactly the right atmosphere. It's mind-bending stuff working out how to reap your spice, protect your base and blast hell out of the enemy all at the some time but the controls are spot on, it's really easy to get into and once you are in it's utterly unput-downable. I was a bit worried when we got it in for work in progress because I raced through to section seven straight away but at about that time the challenge factor accelerated (thank goodness) and the levels started getting much tougher. So anyone looking for a bit of a doddle, don't look here, on the other hand if you fancy a game which has masses of strategy, oodles of blasting action, masses of challenge and whole heaps of fun look no further than Dune II. Highly recommended.

THE BATTLEGROUND

The planet is split into sectors each demanding a different requirement from the player. Each sector is split across many scrolling screens. The focus of play is your base, which expands outwards from your command centre. After a while it may start to look like this

ROCK / SAND
It is only possible to build on rock. It is easy to build on mixed rocky ground, but slow on dune sand.

Screenshots linked to provide a map of all the available buildings.

SPICE
The spice fields, your goal, appear as red of varying intensities.

REFINERY
This is where the spice is collected, and converted into credits. Every refinery comes with a harvester. The loading pad lights flash when a harvester is due to return.

REPAIR
Damaged vehicle units are sent here for repair.

OUTPOST
Outposts increase the technological level of the base and also provide you with a comprehensive scan of the sector.

WORKSHOP
This is where vehicles are built. Weapons and harvesters may be built here at fixed credit prices.

WIND TRAPS
These supply power to your other buildings. The more you build, the more power is needed.

TURRETS/MISSILES
Fixed defensive units are a useful way of protecting the base.

BARRACKS
Fighting units of soldiers and troopers may be trained here.

COMMAND CENTRE
The prime building. All your building commands are issued from here. It is the strongest structure, and it's essential it stays intact.

SHIELD WALL
Long walls are constructed from a series of individual units.

PALACE
...ories, ...evels, new structures ...ident themselves on ...

...ou're ...ted ...y of ...ss that ...d costs ...

...

Starport

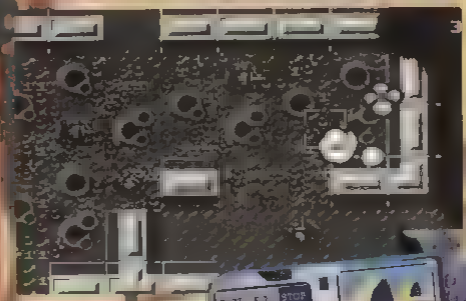
Palace

The Sectors ... must conquer!

ACTIVE SERVICE

Your mobile battle units are easy to control. Click the cursor on top of the chosen unit, then move it and click again to position the unit. Units attack any enemies within range. The more advanced you are, the more powerful the weapons. You start with Quads and Trikes, then progress to Missile Launchers and awesome Death Tanks and Sonic Tanks — with their wave weapons.

Carryalls are a special type of vehicle. They protect the harvesters from attack from desert worms, and speed up spice harvesting by taking the harvesters to the refinery by air.



COMMENT

When we did our Work In Progress, I got very excited about Dune II. It seemed the near perfect mix of real-time strategy and action. Thankfully, it's every bit as classic in the finished version. The ingenious gameplay is classic in its logic and simplicity — it won't take long to pick up, but the potential for developing tactics is enormous. The game is coupled with an excellent control method: precise, simple and even the short delay in response doesn't detract. But what makes me love the game is its great atmosphere, which really does capture the mood of Dune the novel. Okay, all this isn't going to sway the doubters who see the functional graphics and blanch at the thought of a thinking game, but this is clearly the best strategy game since Mega-Lo-Mania and demands recognition as a total megagame.

CONCLUSION

All the information in Dune II is covered by icons. In the top right corner is the amount of spice credits you have to spend. Also there is the currently selected vehicle building. The top bar shows the strength of the structure. For structures, the bar underneath shows how near the unit is to completing its task. By double clicking on a structure, you get to see its [illegible].

PRESENTATION 93

The tutorial mode is excellent. The exceptional mark here also covers the [illegible] and the excellent level of [illegible].

GRAPHICS 76

The icons are clear and the screen is well laid out. The graphics are not spectacular, and don't vary much. In [illegible] they are not important.

SOUND 72

- Each unit responds to your commands verbally — the sound FX are fab.
- The wooshy music tends to get lost behind the FX, and isn't important.

PLAYABILITY 94

Quick fun to play, it gets more and more addictive as each level turns into a titanic struggle for domination. Striving for new weapons, and battling to maintain supplies is gripping.

LASTABILITY 90

- By about number 7, a game is lasting about an hour, and progress is bitterly fought for. Dune II has dramatic lastability.
- There are only 21 levels, even more would have been nice.

OVERALL 93

This game is going to win awards. It may not be the average console game, but it's all the better for it. A definitive mind game for the Megadrive.

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PLAYERS 1

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BY SONY IMAGESOFT

RELEASE NOVEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: OK
GAME DIFFICULTY: QUITE TRICKY

[illegible] 60,000

[illegible]
A game based on the [illegible] version of [illegible] Pan and Wendy by J M Barrie.

HOW TO CONTROL
[illegible] as normal to a platform game, though the buttons have different functions when Peter walks, flies or swims.

A Fires with dagger or sword. Hold down to run or fly fast.
B Jump. Press twice briefly.
C Fly, walking or air.
Pause

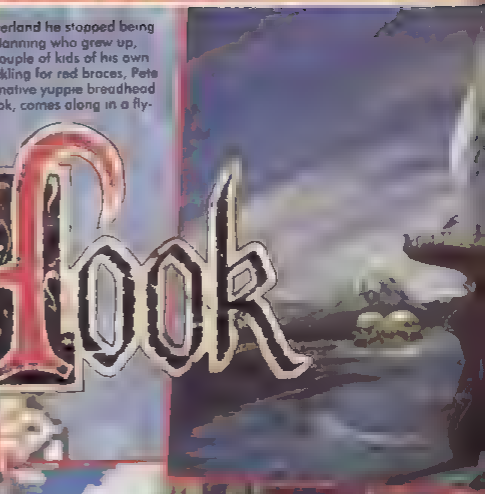
HOW TO PLAY
Peter jumps around platforms and dodges pirates to get from the left of each level to the right, where the Lost Boys are waiting to meet him.

When Peter Pan flew out of Neverland he stopped being Peter Pan and became Peter Banning who grew up, became a stockbroker and had a couple of kids of his own. Having given up a life of swashbuckling for red braces, Pete is as surprised as the next unimaginative yuppie breadhead when his old nemesis, Captain Hook, comes along in a flying gal eon and swipes his kids from under his nose.

Peter suddenly remembers who he was and soon finds himself back in Neverland where he has to once more don his green [illegible] and [illegible] the Lost Boys posse and take on Hook and his pirate crew in ten [illegible]

PAUL G

There are things I like about this game and there are things I don't like about it. The things I like are the graphics, which are colourful and nicely animated, and the music, which actually compares very well with the fully orchestrated soundtrack on the CD version of Hook. Also, the negative points leave a more lasting impression and chief amongst them is that, well, this is just another film-licence turned into a platform game, which is reasonably playable but not what experts could honestly call 'fun'. It's mostly little things that prove annoying, such as the occasions when it's impossible to avoid being hit and the times I joyously picked up the Golden Sword and lost it the next second when a pirate suddenly dropped on my head out of nowhere. It's one of those games where you have to play through the levels a couple of times and remember where's [illegible] up. That's not so bad usually, but Hook just doesn't reward the effort because the excitement you're expecting never appears.



YOU CAN FLY!

[illegible] as well as [illegible] jumping around the place, Pete can [illegible] keeping out of practice he needs the help of [illegible] fluttering around certain points in the game, shedding fairy dust.

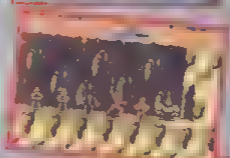
When Pete stands underneath he gets a gauge-full of flying ability which he can top-up just by pressing the jump button twice. Holding down the A button and he 'jets' [illegible] flies a bit faster, which is useful, because [illegible] longer he stays aloft the [illegible] his flying power gets and [illegible] not careful he tends to fall on [illegible] thing sharp.

LONG TERM INTEREST

BREAKDOWN

ALSO ON CD.I.

All you Mega-CD owners will no doubt be overjoyed to hear that Hook is also available on Mega-CD. It's the same game, exactly except for the fact that there are very brief snatches of full-mot on video in the intro sequence of the CD version as wel as bad y acted speech between levels. The CD version also sports a very good CD soundtrack full of Action Blockbuster Movie-style themes.



THE GOLDEN SWORD

After Pete beats his rival Rufio at the end of level one, Rufio hands over the golden sword that belongs to the leader of the Lost Boys. When Pete takes a swipe with this sword, it shoots a ball of pirate-busting energy across the screen. The bad thing is that as soon as Peter takes one hit he drops the sword and has to go back to dagger fighting until he finds it again in the next level (maybe). Because it's so difficult to avoid taking the odd hit in this game, it's very difficult to keep hold of this sword for longer than ooh, what? Five seconds?

Oy Peter. Fancy a jump?

COMMENT

I watched the Hook film last week, coincidentally enough, and despite what the critics said, I thoroughly enjoyed it. I just wish I could say the same for this utterly mediocre platform game. True, the graphics and sounds are okay, but the gameplay alternates between dull and infuriating and the originality is non-existent. Paul's right, it's not terrible but neither is it very good and I wouldn't recommend anyone splash out there hard earned spondoolies on this tedious game.

LUCY

PRESENTATION 57

▼ Story sequences aren't very inspiring, and there are no options.

GRAPHICS 80

▲ Sprites and backgrounds are colourful and nicely designed. The animation's not bad either.

SOUND 80

▲ A different music track for each level and most of them are good.
▼ Sound effects are nothing special.

PLAYABILITY 69

▲ Sort of reasonably playable, in a way.
▼ Jerking sprite and the wiggly things and dodgy control system get annoying.

LASTABILITY 65

▲ Pretty tough, even with the infinite continues.
▼ It gets a bit tiresome after the fifth level.

OVERALL 69

Another mediocre film becomes a mediocre platform game. Hook isn't terrible but it's not loaded with fun either.

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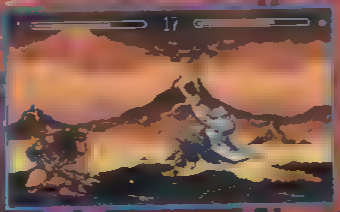
PREVIEWS

ETERNAL

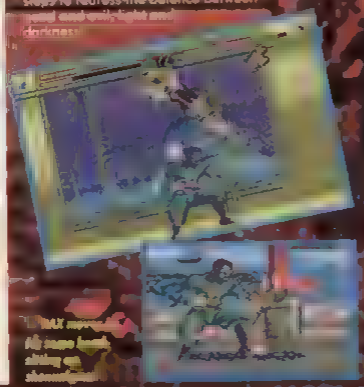
There have been an awful lot of Street Fighter II clones hitting the [illegible] but this [illegible] is the only one we've seen so far which could actually be a Street Fighter beater. Naturally MEAN MACHINES SEGA — always the first with the big stories — has got the exclusive first play of this little gem. Ladies and gentlemen, we give you, Eternal Champions...



▲ Lo[illegible] on Shank for the kill!

[illegible] a vast and ancient [illegible] coexisted in an [illegible] between [illegible] well which [illegible] corrupted by centuries [illegible] destruction which in turn posed a threat [illegible] fabric of the [illegible].

[illegible] collapse of human [illegible] existence, the Eternal Champions [illegible] picked nine special individuals from [illegible] peoples in history, all [illegible] died [illegible] warriors, and reanimated them [illegible] warriors of the past must now fight each other in a contest [illegible] all contests. Only one [illegible] will be returned to life [illegible] would may win. [illegible] will be returned to life [illegible] new second [illegible] death allowing him to [illegible] his [illegible] steps to redress the balance between [illegible] and [illegible] darkness!



▲ RAX moves in for some head-shrinking action

CHARACTER ASSASSINS

There are nine characters to choose from, all of [illegible]

RAX

Occupation: Cyber-Fighter
Time Zone: 2345 AD
Fighting Style: Muay Thai

Biography: RAX (Robotic Artificial Exoskeleton) is a cyborg and as the human Coswell, was one of the best ever kickboxers. When interest in human fights died, Coswell had cybernetic implants to allow him to join the cyborg fighting circuit just just before becoming supreme champion he was killed by his promoters, [illegible] for a sure bet on the championship fight.

Special Moves

Lock and Load: RAX targets and locks-on to the opponent then fires a bolt of energy.
Air Jets: RAX ignites his jump jets and hovers off the ground. The [illegible] lasts for ten seconds and can be aborted by pressing Thrust.
Cyber Punch: RAX overloads his arm to deliver an awesome punch.

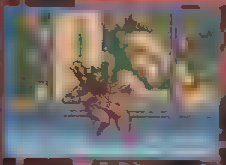
▲ RAX fires up his Air Jet special move!

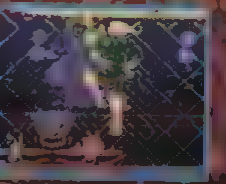
CHAMPIONS

SHADOW JAGUR

Occupation: Ninja Assassin
Time Zone: 1993 AD
Fighting Style: TeiJutsu (Ninjitsu)
Biography: A top Black Orchid assassin who was bumped off by her own colleagues after she tried to resign her position, to stop her imparting the sensitive secrets of the Black Orchid Organisation.

Shadow Mode: Allows Shadow to become a "shadow" and attack for five seconds with no threat of injury.
Flaming Fan Attack: A curtwheel attack which ends in a razor-sharp fan attack.
High Jump Angle Kick: A super high jump and downward attack at a severe angle.





BLADE

Occupation: Bounty Hunter
Time Zone: 2030 AD
Fighting Style: Kenpo
Biography: A former cop who became a bounty hunter after being sacked for beating seven shades out a suspect, Blade's last assignment was to retrieve a deadly vial which a scientist was threatening to release and kill 95 percent of the population. Government agents botched the capture and shot the scientist and Blade. The last thing [illegible] it was the vial smashing to the ground.

Special Moves

Stun Beams: [illegible] seconds.
Personal Shield: [illegible] damage caused [illegible]
Tracking Blade: Hovers for a few seconds then auto-attacks its [illegible] then explodes.

▲ The Tracking Blade blows Shadow to bits!

JETTA

Occupation: Circus Acrobat
Time Zone: 1899 AD
Fighting Style: Savate/ Pencak Silat
Biography: Cousin to a Russian Tsar, Jetta came to China with her circus at the time of the Boxer Rebellion — the Chinese attempt to get rid of foreigners. Her attempts to bring peace failed when the terrorists, Yihe Quang [illegible] wire during her [illegible] ed to her doom.

Special Moves

Flying Choke Hold: Jetta throws off her bracelet and [illegible] opponent's neck and chokes them.
Phase Speed: [illegible] allowing her to move twice as fast for about 10 seconds.
Recoverer: Only possible in Phased Mode this move causes an opponent to shake uncontrol-

▲ Jetta practises here Flying Choke Hold.

BATTLE STATIONS

[illegible] facility [illegible] Eternal Champions itself. The other option is to play the tournament in the Battle Room which allows you to choose a variety of random hazards like [illegible] mines, electric bolts, floor buzz saws [illegible] against others which could hinder you or your opponent at any [illegible] time.

BUTTON BASHING

Eternal Champions is one of an [illegible] games which has its own [illegible] Street Fighter II the [illegible] characters [illegible] punch [illegible] you can play it [illegible] button presses [illegible] don't as good.

▲ Now you know why they call her Shadow — she's unbeatable in this state

XAVIER

Occupation: Warlock/ Alchemist
Time Zone: 1692 AD
Fighting Style: [illegible] Fighting
Biography: A hopeless black-[illegible] but accidentally [illegible] upon a way to [illegible] finds that his alchemy has given him powers. Before he can [illegible] carted off and burnt as [illegible] a Warlock

Special Moves

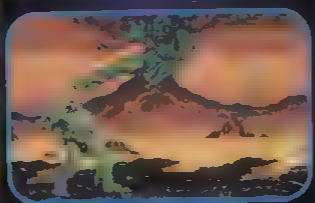
Dragon Trap: His [illegible] crushes and bites the opponent [illegible] onds.
Snap Back: Doubles the arms length and [illegible] from a distance.
Identity Changes: Xavier can change the identity of his opponent but if it's reflected back at him he is transformed for the duration of the match.

TRIDENT

Occupation: Gladiator
Time Zone: 110 BC
Fighting Style: Capoeria Fighting
Biography: Trident was created as a fighting champion [illegible] Atlantis, before their city sank. He was to fight the Romans to decide which culture would stay on land and which would live in bubbles under the sea. The Romans cheated and [illegible] Trident killing him and [illegible] in one foul sweep.

Special Moves

Depth Charge Field: [illegible]nds Trident with a blue field and [illegible] in a blue glow.
Bio-Drain Field: [illegible] is sad glow and halves [illegible] opponent's attacks.
Bio-Stun Field: Surrounds Trident with a green



▲ Slash leaps as Trident begins his depth charge field.

SLASH

Occupation: Prehisteric Hunter
[illegible] Time Zone: The Mists of [illegible]
Fighting Style: Pain
Biography: This Neanderthal was the greatest hunter of his time – and the most intelligent. Having his agricultural [illegible] by his elders, Slash [illegible] and was stoned to [illegible]

Special Moves

Massive Club Swing: [illegible] and swings his club [illegible]
Double-Footed [illegible]: Slash does a back flip attacking [illegible] his feet.
Declaw: Slash launc[illegible] sharp claw from his club at the opponent.

▲ An example of Slash's Double-footed Swing Kick!

Jockey turns Shank to gold!

Larcen sends his arms off to kill!

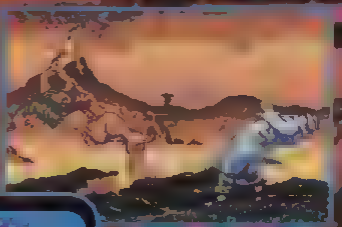
PRACTISE MAKES CORPSES

There are three ... kept from ... ing modes wh... you to ... brush up on ... niques and ... moves.

... increased speed and you have ... to smash them before they hit ... you. ... or drill when your energy runs ...

Hole-Trainer Yes!

These guys would stand over bookmarks for each other!



The fight takes with a show of respect.

LARCEN

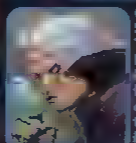
Occupation: Serial burglar
Time Zone: 1920 AD
Fighting Style: Praying Mantis Kung-Fu
Biography: A brilliant cat burglar for the gangster boss, Mr Tagliatelli, Larcen was set up by the mob and was tricked into carrying a bomb and shooting up himself, the police chief and most of the hospital's patients.

Special Moves

Ceiling Crawl: Moves along the ceiling with foot pads and claws. Ends with a deadly ceiling drop.
Ceiling Drop: Larcen's dismount from the ceiling. He attacks opponents from on angle with claws and foot blades.
Air Sweep: Larcen jumps back and throws his grappling hook ... opponent.

The Ceiling Crawl enables Larcen to hit his opponent from above.

MIDKNIGHT



Occupation: Bio-Chemical Scientist
Time Zone: 1967 AD
Fighting Style: Jeet Kune Do
Biography: A 3rd degree ... formed to the CIA to work on a biochemical weapon to end the Vietnam war, Mitchell Malleton Knight fell victim to his own formula and was transformed into a vampire. Refusing to kill ... enemy he began to rot ... agent with a ... his heart.

Special Moves

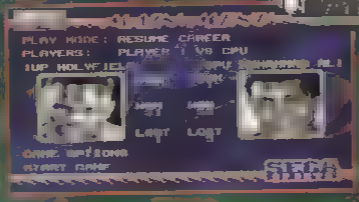
Life Drain: When within throwing distance, Midknight drains precious life force from his opponent.
Ceiling Ram: Midknight slams the opponent into the ceiling.
Bedazzle: Launches an energy bolt from Midknight's eyes which forces opponents to

Midknight knocks them dead with his Bedazzle!

Midknight and Trident in a bizarre version of the hokey-kokey.

Jump kick ... with a forward roll.

GREATEST HEAVYWEIGHTS



NEW BRANCH [illegible] OPEN IN EALING - PHONE US FOR DETAILS!

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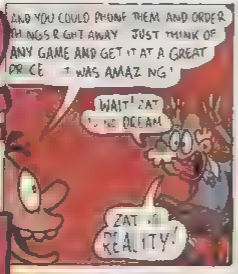
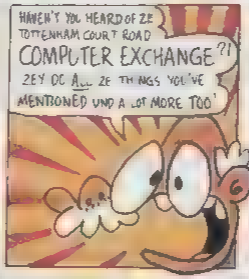

AND YOU COULD PHONE THEM AND ORDER THINGS RIGHT AWAY JUST THINK OF ANY GAME AND GET IT AT A GREAT PRICE IT WAS AMAZING!
WAIT! ZAT IS NO DREAM
ZAT IS REALITY!



I SUGGEST ZAT YOU STOP DREAMING AND LOOK AT ZE INFORMATION BEING KNUCKLEHEAD!!
AND THEN I DREAMT I WAS A TRAIN AND THERE WAS THIS BIG [illegible] AHEAD
WHAT DOES IT MEAN?

NEW STUFF

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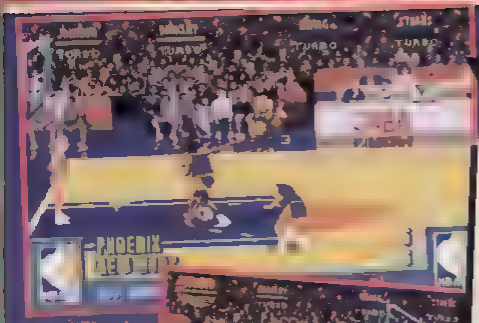
NBA JAM



Anybody who's anybody in the sport is featured on this cart — the full complement of NBA sides present and correct, as they lope across a horizontally-scrolling court, with two teams trying to out-basket each other

Either alone or with a pal NBA Jam offers a two-on-two match with each side's top players legging it up and down the court strutting their stuff Massive sprites are used to portray the assorted dribblers and stacks of animation contribute to make sure they move as realistically as possible

All the most important features of the sport have been included, so there's plenty of dribbling dumbying long shots and the usual dastardly fouls There's plenty of fancy footwork and special moves involved so watch out for those smart slam-dunks

Acclaim is planning on a February release for this 16-Meg basket bonanza so keep your eyes peeled for a full review coming soon

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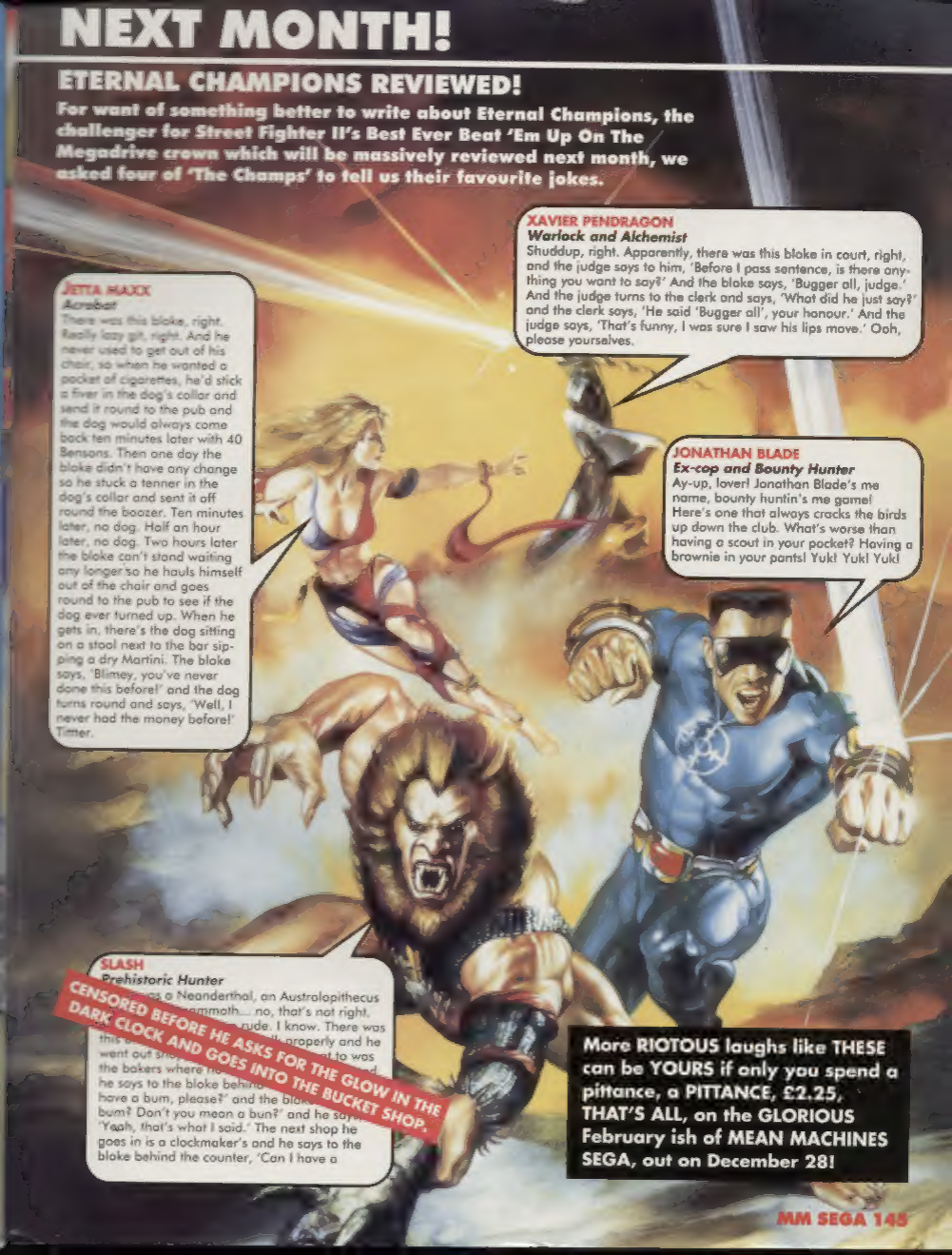
NEXT MONTH!

ETERNAL CHAMPIONS REVIEWED!

For want of something better to write about Eternal Champions, the challenger for Street Fighter II's Best Ever Beat 'Em Up On The Megadrive crown which will be massively reviewed next month, we asked four of 'The Champs' to tell us their favourite jokes.



JETTA MAXX
Acrobat
There was this bloke, right. Really lazy git, right. And he never used to get out of his chair, so when he wanted a packet of cigarettes, he'd stick a fiver in the dog's collar and send it round to the pub and the dog would always come back ten minutes later with 40 Bensons. Then one day the bloke didn't have any change so he stuck a tenner in the dog's collar and sent it off round the boozer. Ten minutes later, no dog. Half an hour later, no dog. Two hours later the bloke can't stand waiting any longer so he hauls himself out of the chair and goes round to the pub to see if the dog ever turned up. When he gets in, there's the dog sitting on a stool next to the bar sipping a dry Martini. The bloke says, 'Blimey, you've never done this before!' and the dog turns round and says, 'Well, I never had the money before!' Timer.

XAVIER PENDRAGON
Warlock and Alchemist
Shuddup, right. Apparently, there was this bloke in court, right, and the judge says to him, 'Before I pass sentence, is there anything you want to say?' And the bloke says, 'Bugger all, judge.' And the judge turns to the clerk and says, 'What did he just say?' and the clerk says, 'He said 'Bugger all', your honour.' And the judge says, 'That's funny, I was sure I saw his lips move.' Ooh, please yourselves.

JONATHAN BLADE
Ex-cop and Bounty Hunter
Ay-up, lover! Jonathan Blade's me name, bounty huntin's me game! Here's one that always cracks the birds up down the club. What's worse than having a scout in your pocket? Having a brownie in your pants! Yuk! Yuk! Yuk!

SLASH
Prehistoric Hunter
...a Neanderthal, an Australopithecus ...mammoth... no, that's not right, ...rude, I know. There was ...properly and he went out ...to was the bakers where he ... he says to the bloke behind ... have a bum, please?' and the bloke ... bum? Don't you mean a bun?' and he says ... 'Yeah, that's what I said.' The next shop he goes in is a clockmaker's and he says to the bloke behind the counter, 'Can I have a

CENSORED BEFORE HE ASKS FOR THE GLOW IN THE DARK CLOCK AND GOES INTO THE BUCKET SHOP.

More RIOTOUS laughs like THESE can be YOURS if only you spend a pittance, a PITTANCE, £2.25, THAT'S ALL, on the GLORIOUS February ish of MEAN MACHINES SEGA, out on December 28!

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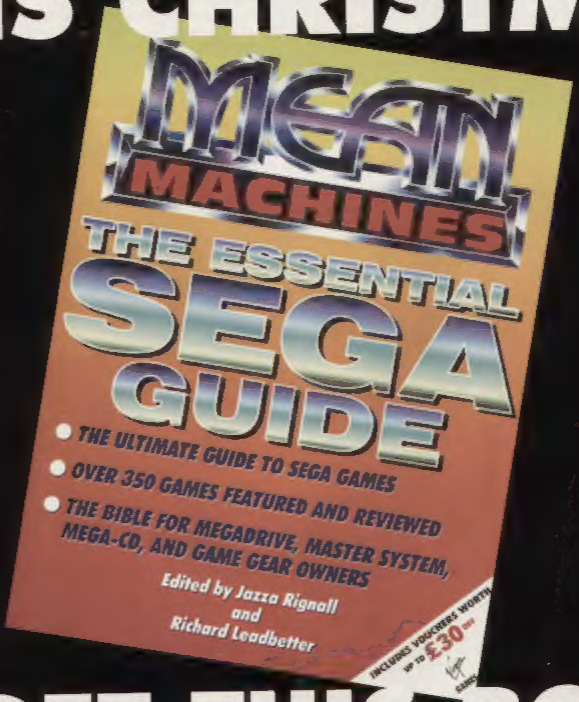
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